

PONY

منشأة كتيبات الأنتار

ICT

نسخة مجانية



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By Eng.Osama Youssef

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Final Exams

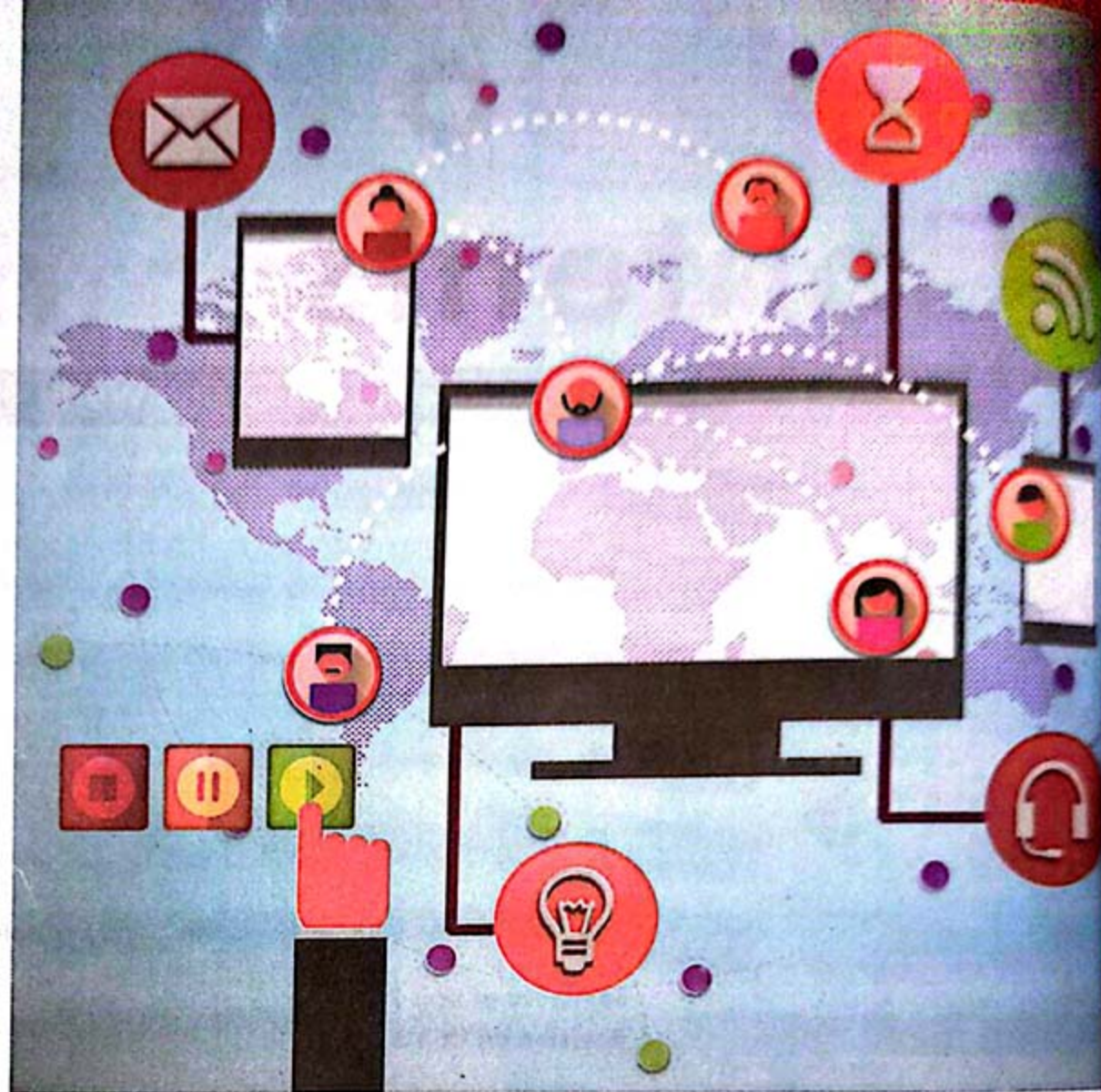
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The Digital Citizen in the Online World

Unit 3



Unit Lessons:

Lesson 1 Technological Applications in Our Lives

Lesson 2 Digital Citizenship: My Rights and Responsibilities Online

Lesson 3 Methods of Online Communication:
Synchronous and Asynchronous

Lesson 4 Digital Communication Tools

Lesson 5 My Tools for Online Learning

Lesson 6 Digital Research Skills: Planning and Evaluating Sources

Lesson

1

Technological Applications in Our Lives

» Technology can help us do many things easily and quickly such as:



1 Shopping التسوق



2 Communication التواصل



3 Learning التعلم

» Creative people use different digital technology tools to find real solutions that benefit people.

» They can design useful applications and websites.

- التكنولوجيا تساعدنا أن نعمل أشياء كثيرة بسهولة وسرعة، مثل التسوق، والتواصل مع الآخرين، والتعلم.
- والمبدعون يستخدمون أدوات التكنولوجيا الرقمية لإيجاد حلول تفيد الناس، ويصممون تطبيقات ومواقع إلكترونية مفيدة.

1 How digital tools help us?

» They help us have easy access to services.

You can use applications to get services easily.

EX If it is difficult to pay a bill, you can use an app to access the service you need.



- « الأدوات الرقمية تساعدنا في الحصول على الخدمات بسهولة.
- « فإذا واجهتك صعوبة في دفع فاتورة، يمكنك استخدام تطبيق للحصول على الخدمة التي تحتاجها.

2 Travel and entertainment have become easier:

» You can book tickets for trains and airplanes online.

» You can book tickets to visit museums and historical places online.



- « أصبحت الرحلات والترفيه أسهل من قبل.
- « يمكنك حجز تذاكر القطارات والطائرات عبر الإنترنت، وكذلك حجز تذاكر زيارة المتاحف والأماكن الأثرية.

3 Travel and entertainment have become easier:

- » A wealth of information is now easily available (like the EKB website).



Egyptian Knowledge Bank
بنك المعرفة المصري

« أصبح من السهل الوصول إلى ثروة من المعلومات، مثل موقع بنك المعرفة المصري.

4 Improving communication:

- » Technology helps people communicate better, build good relationships, and solve problems.



« التكنولوجيا تساعد الناس على التواصل بشكل أفضل، وبناء علاقات جيدة، وحل المشكلات.

NOTE:

- » When we use technology in a positive way:

- 1 It helps us become more successful digital citizens.
- 2 It helps communities grow.

• عندما نستخدم التكنولوجيا بطريقة إيجابية، فإنها تساعدنا على النجاح، وتساعد المجتمع على التقدم والنمو.

أهم الكلمات والمصطلحات

Solutions	حلول	Creative people	مبدعون
Easy access	الوصول السريع	Entertainment	الترفيه
Book a ticket	يحجز تذكرة	Historical places	أماكن تاريخية
Museums	متاحف	Wealth of information	ثروة من المعلومات
Relationships	علاقات	Digital citizen	مواطن رقمي



Exercises on Lesson

1

1 Choose the correct answer:

- 1 What is the main goal of using digital technology?
a. To make life harder
b. To make tasks easier and help people
c. To prevent communication between people
d. To waste time
- 2 Creative people use digital technology tools to find that benefit people.
a. problems b. errors c. difficulties d. real solutions
- 3 How can a digital application help people?
a. To sing to them
b. To obtain help from the right organization
c. To buy clothes for them
d. To take them to school
- 4 Which example shows how technology made travel easier?
a. Going to the library b. Booking airplane tickets online
c. Playing in the park d. Drawing on paper
- 5 Through the Internet, you can book tickets for
a. trains b. airplanes c. museums d. all of them
- 6 One benefit of websites is
a. making information available for everyone
b. stopping people from talking to each other
c. making the weather hot
d. making shopping harder
- 7 What do we achieve when we use technology in a positive way?
a. We cause problems for others. b. We help achieve success.
c. We stop people from learning. d. We make life harder.

- 8 The is considered a source where a wealth of information is available.
- a. gaming app
 - b. music player
 - c. EKB website
 - d. chat room
- 9 Which of these is a digital tool?
- a. A paper book
 - b. A pencil
 - c. An app on a smartphone
 - d. A paper magazine
- 10 Which financial problem can be solved using digital applications?
- a. Difficulty cooking
 - b. Difficulty sleeping
 - c. Difficulty riding a bike
 - d. Difficulty paying bills
- 11 Technology helps people communicate better and build good
- a. relationships
 - b. fences
 - c. barriers
 - d. enemies
- 12 What can we book tickets for online?
- a. Visiting museums and historical places
 - b. Buying vegetables from the shop
 - c. Playing football
 - d. Swimming in the sea
- 13 Using technology in a positive way helps us become successful
- a. gamers
 - b. digital citizens
 - c. hackers
 - d. viewers
- 14 How does technology help improve communication between people?
- a. It stops people from talking.
 - b. It helps build good relationships and solve problems.
 - c. It makes communication harder.
 - d. It increases misunderstanding.
- 15 What is the benefit of applications designed to serve the community?
- a. Wasting time and money
 - b. Making life harder
 - c. Helping communities grow and solve problems
 - d. Stopping people from helping each other

16 All of the following are benefits of technology, EXCEPT

- a. easy access to services b. solving problems
c. wasting time d. improving communication

2 Put (✓) or (X):

- 1  Digital tools can be used to find solutions to daily problems. ()
- 2  Technology makes paying bills more difficult. ()
- 3  We can use applications to get help from the right organizations. ()
- 4  Booking airplane tickets cannot be done online. ()
- 5  Digital tools make booking museum tickets easier. ()
- 6 Creative people use digital tools to design useless applications. ()
- 7  Technology always harms people and never helps them. ()
- 8 Technology is useful for designing websites and applications. ()
- 9  Good communication helps people build good relationships. ()
- 10 Using technology positively helps communities grow and progress. ()
- 11  Information became harder to get because of the Internet. ()
- 12  Communities can benefit from digital solutions. ()
- 13 A wealth of information is available on the EKB website. ()
- 14 EKB stands for Egyptian Knowledge Bank. ()
- 15  Digital tools make daily tasks easier for us. ()
- 16 You can't book a ticket to visit the Grand Egyptian Museum online. ()

Lesson

2

Digital Citizenship: My Rights and Responsibilities Online

Are you ready to be a good digital citizen?

Digital Citizen:

He is a person who uses technology and the Internet for example, in study and play.

المواطن الرقمي: هو الشخص الذي يستخدم التكنولوجيا والإنترنت على سبيل المثال في الدراسة واللعب.



- » As a digital citizen, you have rights and responsibilities (duties).
- بصفتك مواطناً رقمياً، فأنت لديك حقوق ومسؤوليات (واجبات).

Digital Citizenship:

It is the ability to use digital technology ethically, responsibly, and safely.

المواطنة الرقمية: هي استخدام التكنولوجيا الرقمية بطريقة أخلاقية، ومسئولة، وأمنة

- » Digital citizenship means you should know your rights and responsibilities online.

• المواطنة الرقمية تعني أنك ينبغي أن تعرف حقوقك ومسؤولياتك على الإنترنت.

Digital Footprint:

It is a record of what you do online, including:

- 1 The websites you visit.
- 2 The photos you post.
- 3 The comments you write.

• البصمة الرقمية: هي تسجيل لكل ما تقوم به على الإنترنت، وتتضمن:

- 1 المواقع الإلكترونية التي تتصفحها.
- 2 الصور التي تنشرها.
- 3 التعليقات التي تكتبها.



NOTES:

- » It is important to keep your digital footprint positive.
- » Do not share your personal information or the personal information of others in an unsafe way.

من المهم أن تكون بصمتك الرقمية إيجابية، لا تشارك معلوماتك أو معلومات غيرك بطريقة غير آمنة.

الحقوق والمسؤوليات Rights and Responsibilities

- » As you have rights and responsibilities at school and home, you also have rights and responsibilities online.

كما أن لك حقوقًا وواجبات في المدرسة والمنزل، فلك أيضًا حقوق ومسؤوليات على الإنترنت.

1 الحقوق Rights

1 Right to Protection:

- » No one can copy your digital footprint or share your photos or videos without your permission.

2 Right to Express Positively:

- » You can share your ideas and opinions kindly, without hurting others.

3 Right to Access the Internet Safely:

- » You have the right to use the Internet safely when you need, just follow the law.



« حقوقك الرقمية تشمل:

- حق الحماية: لا يجوز لأحد نسخ عملك أو مشاركة صورك أو فيديوهاتك دون إذنك.
- حق التعبير الإيجابي: يمكنك التعبير عن أفكارك بطريقة محترمة دون إيذاء الآخرين.
- حق الوصول الآمن: من حقك استخدام الإنترنت بأمان عندما تريد، مع الالتزام بالقوانين.

المسؤوليات Responsibilities

1 Respect Intellectual Property rights:

» Never commit piracy for protected content.

2 Show Positive Behavior:

» Always be polite online and share your ideas positively.

3 Use the Internet wisely:

» Watch useful things.

» It is important to balance online time with spending time with family and friends.



Lesson 2

1 احترام الملكية الفكرية: لا تقم بقرصنة محتوى محمي أبدًا.

2 قَدِّم سلوكًا إيجابيًا: كن مهذبًا دائمًا مع الجميع على الإنترنت، وعبر عن أفكارك بإيجابية.

3 استخدم الإنترنت بحكمة: تأكد أنك تشاهد أشياء مفيدة، من المهم تحقيق توازن بين الإنترنت وأصدقائك وعائلتك.

Piracy

It is copying or stealing a content, such as a story or a song, to be shared or sold to others.

القرصنة: هي القيام بنسخ أو سرقة محتوى شخص آخر، مثل قصة أو أغنية، لمشاركته أو بيعه للآخرين.

Rules to Use the Internet Safely

1 Use strong passwords.

2 Credit sources from which you took the information.

3 Monitor online screen time.

4 Use updated software.

« قواعد الاستخدام الآمن للإنترنت:

1 استخدم كلمات مرور قوية.

2 لا تصدِّق كل ما تجده، وثِّق المراجع والمعلومات.

3 راقب الوقت الذي تقضيه على الإنترنت.

4 استخدم برامج محدثة.



The Digital Citizen in the Online World

أهم الكلمات والمصطلحات

Digital citizenship	المواطنة الرقمية	Monitor	راقب
Ability	القدرة	Permission	إذن
Safe	آمن	Rights	حقوق
Responsible	مسئول	Responsibilities	مسؤوليات
Digital footprint	البصمة الرقمية	Piracy	القرصنة
Record	تسجيل	Content	محتوى
Respect others	احترم الآخرين	Source	مصدر
Password	كلمة مرور	Polite	مهذب
Websites	مواقع إلكترونية	Useful	مفيد
Wisely	بحكمة	Balance	توازن
Ethically	بطريقة أخلاقية	Protection	حماية
Updated software	برامج محدثة		



Exercises

on Lesson

2

1 Choose the correct answer:

- is the ability to use digital technology ethically, responsibly, and safely.
a. Digital footprint b. Piracy
c. Digital citizenship d. Programming
- The things you do online that leave a trace are called
a. passwords b. rights
c. responsibilities d. digital footprint
- One of the most important responsibilities online is
a. sharing content immediately
b. respecting intellectual property and avoiding piracy
c. not checking any sources
d. using content to hurt others
- Digital footprint includes
a. the websites you visit b. the photos you post
c. the comments you write d. all of them
- When interacting with others online, you should
a. share your opinions in a rude way
b. ignore them
c. show positive behavior and be respectful
d. ask for their personal information
- As a digital citizen, you must balance your with spending time with family and friends.
a. sleeping time b. online time c. school time d. sports time

The Digital Citizen in the Online World

- 7  What should you do when you find information for your research?
- a. Ignore the source.
 - b. Use it without asking.
 - c. Check, evaluate, and cite the sources.
 - d. Share it immediately.
- 8 Illegal copying or stealing of protected content to sell it to others is called
- a. citizenship
 - b. responsibility
 - c. digital footprint
 - d. piracy
- 9  What is one of your rights as a digital citizen?
- a. Stealing content from the Internet
 - b. Not having my digital footprint copied without permission
 - c. Ignoring time with my family
 - d. Sharing other people's photos
- 10 To use the Internet safely, you should use passwords.
- a. weak
 - b. short
 - c. strong
 - d. no
- 11  Using the Internet safely means
- a. using a simple password
 - b. visiting any random website
 - c. using updated software and strong passwords
 - d. not watching your screen time
- 12 All of the following are digital rights, EXCEPT
- a. committing piracy
 - b. safe access
 - c. protection
 - d. expressing opinions
- 13  When intellectual property rights are not respected, this is called
- a. positive interaction
 - b. citing sources
 - c. piracy
 - d. a clean digital footprint

- 14  An example of responsible use of the Internet is
a. sharing your opinion
b. balancing Internet use with face-to-face communication
c. using technology only when needed
d. watching anything randomly
- 15  It is very important not to share your information or others' information online in a/an
a. responsible way
b. unsafe and irresponsible way
c. safe way
d. positive way

2 Put (✓) or (X):

- 1  A digital footprint is everything you do on the Internet; it is important to have a positive footprint. ()
- 2 Digital citizens only use the Internet for playing games. ()
- 3  Digital citizenship is only knowing how to use a computer. ()
- 4  You have the right to ask for protection against piracy for videos you have created. ()
- 5 Digital citizenship means using technology in an unethical and unsafe way. ()
- 6  It is not important if you use a weak password as long as you do not share it. ()
- 7  Piracy means copying someone else's content to share it or sell it. ()
- 8 It is okay to share other people's videos without their permission. ()
- 9  You do not need to check or cite sources you find on the Internet because all of them are correct. ()
- 10 A good digital citizen balances Internet use with real-life social activities. ()

- 11  It is your responsibility to make sure the content you watch online does not cause you stress. ()
- 12  You can share your opinions online in any way, even if it hurts others. ()
- 13  You have the right to use the Internet when you need it, but you must respect the law. ()
- 14  You should wisely choose the websites you visit and use updated software. ()
- 15 You should always credit the sources from which you took information. ()
- 16 Monitoring your screen time is one of your responsibilities to use the Internet safely. ()

Test Yourself on

Lessons 1&2

Choose the correct answer:

- 1 One of the digital citizenship is that you should never commit piracy.
a. rights b. responsibilities (القاهرة - بدر - 2024)
c. plans d. none of them
- 2 Stay safe online by (الإسكندرية - إدارة شرقى 2023)
a. sharing your information b. setting strong passwords
c. hacking d. visiting banned sites
- 3 A person who uses technology to study and play is called a
a. hacker b. programmer
c. digital citizen d. gamer
- 4 Evaluating what you're viewing or sharing online is one of your
a. rights b. responsibilities
c. privacy d. a & b
- 5 Copying protected content and sharing or selling it is called
a. communication b. responsibility
c. piracy d. citizenship
- 6 Digital citizenship is the ability to use ethically, responsibly,
and safely. (الغردقة 2024)
a. piracy b. numbers c. digital technology d. violence
- 7 is a record of everything you do online (الإسكندرية شرقى - 2024)
a. Digital technology b. Digital footprint
c. Digital piracy d. Digital privacy

2 Put (✓) or (x):

- 1 Using apps, you can book museum tickets online. ()
- 2 Digital piracy is a record of everything you do online. ()
- 3  We can use apps to get help from the right organizations. ()
- 4 The EKB contains a wealth of information available online. ()
- 5 It is your right to copy digital content and sell it to others. ()
- 6 In Egypt, it is difficult to book tickets for trains online. ()
- 7 The EKB stands for the Egyptian Knowledge Bank. ()
- 8 Creative people use digital technology to design useless apps. ()

Lesson

3

Methods of Online Communication: Synchronous and Asynchronous

» There are **two** main ways to communicate online, and both are useful.

هناك طريقتان أساسيتان للتواصل عبر الإنترنت، وكلاهما مفيدتان.

Online Communication

Synchronous Communication

Asynchronous Communication

Synchronous Communication:

» It is like face-to-face communication, but online.

- 1 It is **real-time** communication.
- 2 It involves **instant** response.
- 3 Communication happens at the same time (**simultaneously**).

« التواصل المتزامن: هو نوع من التواصل يشبه التحدث وجهًا لوجه ولكن عبر الإنترنت.

« هو اتصال يحدث في الوقت الفعلي. • يحتاج إلى استجابة فورية.

« وهو اتصال يحدث في نفس الوقت بين الطرفين.



Examples:

- 1 Video chats
- 2 Live television shows
- 3 Instant chat rooms
- 4 Phone calls
- 5 Talking to your classmate in class

« أمثلة:

- 1 محادثات الفيديو.
- 2 البرامج التلفزيونية المباشرة.
- 3 غرف الدردشة الفورية.
- 4 المكالمات الهاتفية.
- 5 التحدث مع زميلك في الفصل.

Synchronous Communication Tools

1 Video Chats:

- » They allow direct (live) communication with one or more people.
- » Everyone can see and hear each other instantly.
- » **Tools needed:**

- ① A device with a camera and a microphone
- ② A video chat app for the mobile or a program for the computer

① محادثات الفيديو:

- » تسمح بالتواصل المباشر مع شخص أو أكثر، حيث يمكن للأشخاص رؤية وسماع بعضهم بعضًا فورًا.
- » الأدوات المطلوبة: جهاز مزود بكاميرا وميكروفون، وتطبيق على الهاتف أو برنامج على الكمبيوتر.



2 Instant Messaging (IM):

- » You can send text messages, pictures, and videos.
- » Messages arrive **instantly**.
- » **Tools needed:**

An instant messaging app for the mobile or a program for the computer.

» يمكنك إرسال رسائل وصور وفيديوهات.

» المراسلة الفورية.

» تصل الرسائل فورًا.

» الأدوات المطلوبة: برنامج مراسلة فورية على الكمبيوتر أو تطبيق على الهاتف المحمول.



Instant Messaging

3 Chat Rooms:

- » These allow you to communicate in a group.
- » They usually focus on one particular subject.
- » The response is immediately.
- » **Tools needed:**

- Mobile apps or web browsers, such as:

- ① Internet Explorer
- ② Google Chrome

» غرف الدردشة: تتيح لك التواصل في مجموعة تركز عادة على موضوع معين.

» الإجابة تكون فورية.

» الأدوات المطلوبة: تطبيقات الهاتف المحمولة أو متصفحات الويب، مثل: متصفح إنترنت إكسبلورر، أو جوجل كروم.



Asynchronous Communication

- It is exchanging information between people that do not necessarily communicate at the same time.
- It does not require an instant response.
- You can send a message, and the other person can read it and reply later.

«التواصل غير المتزامن: هو تبادل المعلومات بين الأشخاص دون ضرورة أن يكون في نفس الوقت، فهو لا يتطلب استجابة فورية.»
«يمكنك إرسال رسالة، يقرأها الطرف الآخر ويرد لاحقاً.»



Asynchronous Communication Tool

Email:

- It is used for formal or long messages.
- You can send an email to your teacher or an official.
- Tools needed:**
- An email app or web browser to access an email website on your device.



«من أدوات التواصل غير المتزامن: البريد الإلكتروني»

- يُستخدم للرسائل الرسمية أو الطويلة.
- يمكنك إرسال بريد إلكتروني إلى معلمك والتواصل مع المسؤولين.
- تحتاج إلى تطبيق بريد إلكتروني أو متصفح ويب للوصول إلى موقع بريد إلكتروني على جهازك.



Synchronous Communication

- When you need an instant response.
- When sharing information and files quickly.
- When discussing a school topic quickly.
- عند الحاجة إلى استجابة فورية.
- عند تبادل المعلومات والملفات البسيطة بسرعة.
- عند مناقشة موضوع دراسي سريع.



Asynchronous Communication

- When sending formal messages.
- When sending important and large files (such as school homework).
- When you do not need an instant response.
- عند إرسال رسائل رسمية.
- عند إرسال ملفات كبيرة أو مهمة.
- عندما لا تحتاج إلى رد سريع.

Mobile application:

It is a program on your device that gives you direct access to different programs, such as email, IM, social media, and video chats.

تطبيق الموبايل هو برنامج علي جهاز الموبايل يوصلك لبرامج مختلفة مثل الإيميل و الرسائل الفورية ووسائل التواصل الاجتماعي ومحادثات الفيديو.



أهم الكلمات والمصطلحات

Asynchronous communication	التواصل غير المتزامن	Synchronous communication	التواصل المتزامن
Digital citizen	المواطن الرقمي	Instant response	استجابة فورية
Share	مشاركة	Particular subject	موضوع معين
Instant messaging	المراسلة الفورية	Chat rooms	غرف الدردشة
Exchanging information	تبادل المعلومات	Chatting	دردشة
Skills	مهارات	Ensure/make sure	التأكد
Formal	رسمي		



Exercises

on Lesson 3

3

1 Choose the correct answer:

- 1 communication happens in real time and needs an instant response.
- a. Asynchronous communication b. Email
c. Synchronous communication d. Regular mail
- 2 Video chats are an example of communication.
- a. asynchronous communication b. traditional communication
c. synchronous communication d. recorded messages
- 3 The best way to send a formal message to your teacher or an official is
- a. instant messaging b. video chats
c. chat rooms d. emails
- 4 Chat rooms are often used for
- a. long personal talks
b. sending formal homework
c. discussing a specific school subject or idea
d. phone calls
- 5 communication does not require an instant response and can be replied to later.
- a. Synchronous b. Asynchronous
c. Live d. Instant
- 6 To have a video chat, you need a device equipped with a
- a. camera b. microphone
c. printer d. both a and b

- 7  Which of these tools does NOT need you and the recipient to be online at the same time?
 - a. Instant messaging
 - b. Video chats
 - c. Email
 - d. Live TV calls
- 8 is an example of synchronous communication where people see and hear each other.
 - a. Email
 - b. Video chat
 - c. Recorded video
 - d. Mail
- 9  What tool is needed for video chats?
 - a. A voice recorder only
 - b. A fax machine
 - c. A device with a camera and microphone
 - d. A pen and paper
- 10  Synchronous communication allows you to
 - a. send a file and get a reply the next day
 - b. send a long formal message
 - c. exchange information and files between people without delay
 - d. read educational articles
- 11  A mobile application is a program on your device that gives you direct access to
 - a. cooking and recipes only
 - b. email, social media, and video chats
 - c. paper school books
 - d. physical sports
- 12 Chat rooms usually focus on one particular
 - a. subject
 - b. person
 - c. device
 - d. country
- 13  Sending a digital file or a recorded educational program is an example of
 - a. synchronous communication
 - b. asynchronous communication
 - c. video chats
 - d. instant messaging

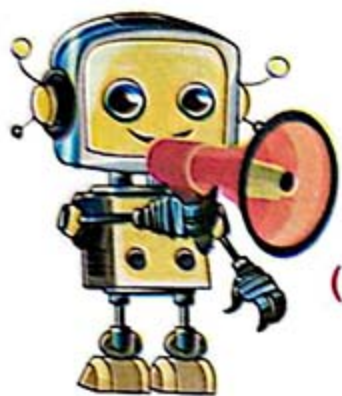
- 14 Asynchronous communication is better for sending and important files.
a. large b. small c. fast d. instant
- 15  Instant messaging (IM) is an example of
a. synchronous communication b. asynchronous communication
c. formal emails d. slow messaging
- 16 All of the following are synchronous tools, EXCEPT
a. video chats b. instant messages
c. chat rooms d. emails
- 17 To access the Internet, we use a browser, such as
a. WhatsApp b. Facebook c. Google Chrome d. Excel
- 18 A gives you direct access to programs like social media and video chats.
a. mobile app b. printer c. screen d. keyboard

2 Put (✓) or (X):

- 1  Synchronous communication happens in real time and needs a quick response. ()
- 2  You cannot use email to talk to your teacher about a school project. ()
- 3  Email is an example of asynchronous communication. ()
- 4 Synchronous communication is like face-to-face communication but online. ()
- 5  In synchronous communication, both people must be online at the same time. ()
- 6 Synchronous communication is suitable for discussing school topics quickly. ()
- 7 An email requires an instant response from the person receiving it. ()

- 8  Chat rooms can be used to discuss a specific school subject. ()
- 9 You need a camera to send an email to your teacher. ()
- 10  Instant messaging (IM) is a tool for asynchronous communication. ()
- 11 Zoom is a synchronous communication tool. ()
- 12 Live television shows are considered a form of asynchronous communication. ()
- 13  You can use web browsers like Google Chrome to access chat rooms. ()
- 4  Asynchronous communication needs a fast answer from the other person. ()
- 5  Video chats let you talk directly with one or more people. ()
- 16 Asynchronous communication is used when you do not need an immediate reply. ()
- 17  A mobile app cannot give you access to video chats. ()
- 18 Talking to your classmate in class is a type of synchronous communication. ()

Play with PONY

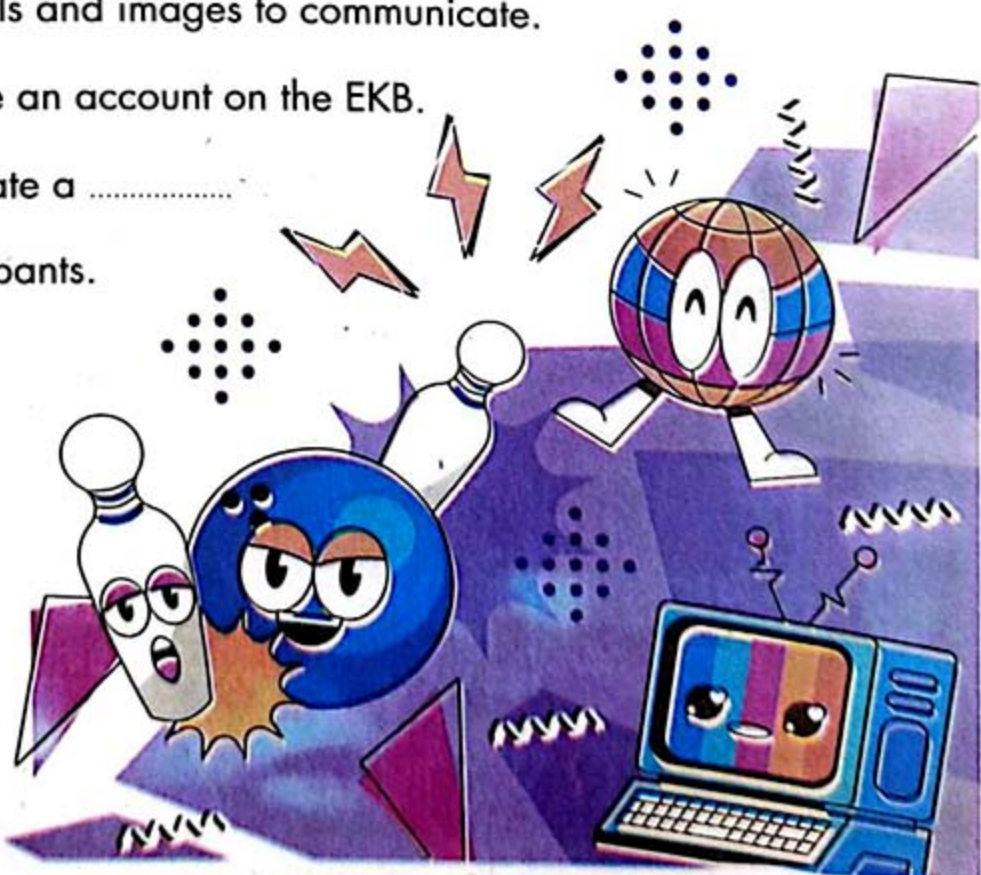


**Use the words below to
complete.**

(email – Instant messaging – video chat

Send – Subject – link – chat room)

- 1 Anyone who has access to the will be able to read your message.
- 2 You can write the title of your message via email in the field.
- 3 To send an instant message, click on the "....." icon.
- 4 The person in charge of the may mute people's microphones.
- 5 is a means of communication that enables you to use short phrases as well as symbols and images to communicate.
- 6 We use to create an account on the EKB.
- 7 To start a video chat, create a
and send it to the participants.



1 Video Chats

» To join a video chat:

- Click the link and wait to be "let in" by the person who started the video chat.

لِلانضمام إلى محادثة فيديو: انقر على الرابط وانتظر أن يتم السماح لك من قِبَل الشخص الذي بدأ المحادثة.



» A video chat is like a virtual classroom!

» Here are some important rules to be followed during a video chat.

- Make sure the microphone and camera are ON (after getting permission).
- Respect others:

When someone is talking, mute your microphone to prevent noise.

- If the camera is ON:

- 1 Be properly dressed.
- 2 Behave as if in a public place.

- Make sure there is nothing in your background that indicates your address or any personal information that you do not want to share.

» تخيل أنك في غرفة صف افتراضية! هذه بعض القواعد المهمة:

- تأكد من تشغيل الميكروفون والكاميرا (بعد الحصول على إذن).
- احترم الآخرين. عندما يتحدث شخص آخر أغلق الميكروفون الخاص بك. هذا يمنع الضوضاء من الوصول إلى الآخرين.
- إذا كانت الكاميرا تعمل، فارتدِ ملابس مناسبة وتصرف كما لو كنت في مكان عام.
- تأكد من عدم وجود أي شيء في خلفيتك (مثل عنوان منزلك أو معلومات شخصية) يمكن أن يراه المشاركون الآخرون.

2 غُرَف الدردشة Chat Rooms

» In the chat room:

- 1 You can simply type and send your comment.
- 2 You can also reply to messages.
- 3 Some participants may reply to your message.
- 4 Anyone who has access to the chat room will be able to read your messages, so:
 - Be polite.
 - Be helpful.
 - Be positive.



« في غرفة الدردشة:

- 1 يمكنك ببساطة كتابة تعليقك وإرساله.
- 2 كما يمكنك الرد على الرسائل.
- 3 قد يرد بعض المشاركين على رسالتك أيضًا.
- 4 أي شخص لديه حق الوصول إلى غرفة الدردشة سيكون قادرًا على قراءة رسالتك؛ لذلك:
 - كن مهذبًا.
 - كن مفيدًا.
 - كن إيجابيًا.

3 المراسلة الفورية Instant Messaging

» Instant messaging is a fun, casual (informal) way to communicate.

» Steps to send an instant message:

- 1 Click on the name of the person you want to chat with.
- 2 Type your message.
- 3 Click on the "Send" icon.



« تعد المراسلة الفورية وسيلة ممتعة وغير رسمية للتواصل.

« خطوات إرسال رسالة فورية:

- 1 انقر على اسم الشخص الذي ترغب في الدردشة معه.
- 2 اكتب رسالتك.
- 3 انقر على أيقونة «إرسال».

البريد الإلكتروني Email

» Email is commonly used in more formal situations, such as:

- 1 Creating an account on the EKB.
- 2 Messaging your teacher.

» To send an email:

- 1 In the "To" field: Write the email address of the recipient.
- 2 In the "Subject" line: Provide clear information on the (title) topic of the email (e.g., Digital Citizenship Homework).

« البريد الإلكتروني عادةً ما يستخدم في المواقف الأكثر رسمية، مثل مراسلة معلمك أو التعامل مع جهة رسمية.



« لإرسال بريد إلكتروني:

- اكتب عنوان بريد المرسل إليه في خانة "To".
- قدم معلومات واضحة عن موضوع الرسالة في سطر "الموضوع" (Subject) (مثل: واجب درس المواطنة الرقمية).

Rules of Using Email:

- 1 Be sure to use correct grammar
- 2 Be polite and clear.
- 3 Use greetings and endings.
- 4 If you're sending attachments, be sure they are safe and accurate.



« قواعد استخدام البريد الإلكتروني

- 1 استخدم القواعد النحوية السليمة.
- 2 كن مهذبًا وواضحًا.
- 3 استخدم عبارات التحية والختام.
- 4 إذا كنت ترسل مرفقات، تأكد من أن المعلومات التي ترسلها آمنة وصحيحة.

أهم الكلمات والمصطلحات

Mute the microphone	أغلق الميكروفون	Indicate	يوضح
Video chats	محادثات الفيديو	Chat rooms	غرف الدردشة
Email	البريد الإلكتروني	Participant	مشارك
Instant messaging	المراسلة الفورية		



Exercises on Lesson

4

1 Choose the correct answer:

- If you are in a video chat with your classmates, you should mute the microphone when
a. joining the call b. leaving the call
c. it's another person's turn to talk d. in the entire call
- During a video chat, you should mute your when someone else is talking.
a. camera b. microphone c. screen d. speaker
- Instant messaging is considered a/an communication tool.
a. formal b. informal c. complicated d. slow
- Where do you write the email address of the email recipient?
a. In the To box b. In the CC box
c. In the Subject line d. At the end of the message
- If your camera is ON during a video chat, you must be properly
a. dressed b. sleeping c. drinking d. eating
- When writing an email, you should use
a. correct grammar b. greetings and endings
c. emojis and slang d. both a and b
- During a video call, if the camera is on, make sure your is/are NOT in your background.
a. school books b. personal information
c. home address d. both a and b
- What should you do if you want to join a video call?
a. Join directly.
b. Leave the room.
c. Click on the link and wait to be let in.
d. Turn off the camera immediately.

- 9 In an email, the recipient's address is written in the field.
 a. Subject b. To c. From d. Attach
- 10  In chat rooms, who can read your messages?
 a. Only your teacher b. Only you
 c. Anyone who has access to the chat room
 d. Only the person you sent the message to
- 11 Unlike instant messaging, are commonly used in formal situations like messaging a teacher.
 a. video chats b. chat rooms c. emails d. phone calls
- 12  What is the main purpose of using email?
 a. Formal situations
 b. Sending entertainment symbols
 c. Quick and instant conversations
 d. Sharing random videos
- 13  What should you do when using instant messaging?
 a. Use very long and formal sentences.
 b. Post information about others.
 c. Have good manners when dealing with others.
 d. Send large files without warning.
- 14  Which part should provide clear information about the content of the email?
 a. The "To" box b. The Subject line
 c. The greeting d. The message body
- 15 All of the following are rules for video chats, EXCEPT
 a. being polite b. being properly dressed
 c. showing your address d. muting the mic

2 Put (✓) or (X):

- 1  During a video call, you should behave as if you are in a public place. ()
- 2  Instant messaging is a formal tool where you must use full sentences. ()
- 3 Make sure your background does not show personal information during video chats. ()
- 4  An email must include polite greetings and endings. ()
- 5  Leave the camera on even if you are not wearing appropriate clothes. ()
- 6 In chat rooms, you should always be polite, helpful, and positive. ()
- 7 Anyone in a chat room can read the messages you type and send. ()
- 8  Email is suitable for messaging your teacher or school manager. ()
- 9 It is polite to leave your microphone on while others are speaking in a video chat. ()
- 10  It is important to mute your microphone when you are not talking during a video call. ()
- 11  You can use emojis and pictures in instant messages. ()
- 12  The "To" box in an email is for writing the subject of the message. ()
- 13 Email is the best tool for casual, fun chatting with friends. ()
- 14  In chat rooms, your message is private and only seen by the receiver. ()
- 15 Using correct grammar is an important rule when writing an email. ()
- 16  It is important to make sure that email attachments are safe and accurate. ()

- » Learning is no longer just inside the classroom. You can now learn and communicate with your teachers and classmates regardless of where they are.
- » You can conduct experiments and discover a lot of information while you are at home!
- » This is through online learning environments.

« هل تعلم أن التعلم لم يعد داخل الفصل فقط؟ يمكنك الآن التواصل مع معلميك وإجراء التجارب واكتشاف المعلومات من منزلك بفضل بيئات ومصادر التعلم عبر الإنترنت.

Online Learning Environments

» Online learning environments, such as Edmodo:

- 1 They allow teachers and students to communicate, no matter where they are.
- 2 Teachers can provide virtual lessons and upload quizzes and homework for students to access.
- 3 Students can also send messages to their teachers and post their assignments.



« بيئات التعلم عبر الإنترنت، مثل إدمودو:

- 1 تسمح للمعلمين والطلاب بالتواصل، بغض النظر عن مكان تواجدهم.
- 2 يمكن للمعلمين تقديم دروس افتراضية ورفع الاختبارات والواجبات ليصل إليها الطلاب.
- 3 يمكن للطلاب أيضًا إرسال رسائل إلى معلمهم ونشر واجباتهم.

مصادر التعلم عبر الإنترنت Online Learning Resources

- » If you are looking for new information, there are many sources online, but you should always rely on reliable sources.

« إذا كنت تبحث عن معلومة، فهناك العديد من المصادر على الإنترنت، لكن يجب عليك دائماً الاعتماد على المصادر الموثوقة.

1 Egyptian Knowledge Bank (EKB):

- » It is a huge digital library in Egypt.
- » It contains various sources and topics (articles, videos) in all fields.



« مكتبة رقمية ضخمة في مصر تحتوي على مصادر ومواضيع متنوعة (مقالات، فيديوهات) في جميع المجالات.

2 Vlab: فلابي

- » It is a **virtual lab** platform.
- » It enables students and teachers to do lab **experiments** in an interactive environment.



« هي منصة معامل افتراضية تُمكن الطلاب والمعلمين من إجراء تجارب معملية في بيئة تفاعلية.

3 Interactive Mapmaker:

- » It is a **free** tool that works on tablets and laptops.
- » It provides tools for online mapping.
- » It allows data collection and research using maps.



« مصمم الخرائط التفاعلي:

- أداة مجانية، تعمل على الأجهزة اللوحية وأجهزة الكمبيوتر المحمولة.
- يوفر أدوات لرسم الخرائط عبر الإنترنت، ويسمح بجمع البيانات والبحث فيها باستخدام الخرائط.

أهم الكلمات والمصطلحات

Experiments	تجارب	Lab	معمل
Discover	يكشف	Assignments	الواجبات
Interactive environment	بيئة تفاعلية		



Exercises

on Lesson 5

1 Choose the correct answer:

-  Which of the following platforms is an example of online learning environments?
a. Paint b. Email c. Edmodo d. WhatsApp
- To conduct science experiments in a safe and fun virtual environment, you can use
a. Vlaby b. EKB c. WhatsApp d. Mapmaker
-  All of the following can be provided by online learning environments, except
a. advanced math lessons
b. scientific experiments only
c. various topics like animals, science, history, and geography
d. writing files
- is a free online tool used for mapping, data collection, and research.
a. Vlaby b. Interactive Mapmaker
c. Edmodo d. EKB
-  The main feature of the Vlaby platform is that it allows students to
a. download school exams
b. communicate with parents only
c. conduct scientific experiments in an interactive environment
d. read paper books
- Teachers can use Edmodo to upload virtual lessons, homework, and
a. quizzes b. physical books
c. food d. toys

- 7 When looking for information online, you should always rely on sources.
- a. fake b. reliable c. unknown d. personal
- 8  The Egyptian Knowledge Bank (EKB) is
- a. an instant messaging app
b. a tool for drawing pictures only
c. the first digital library in Egypt that contains various sources
d. a program for playing games
- 9  What is the purpose of using the Interactive Mapmaker?
- a. Online mapping and researching using data
b. Making video calls
c. Watching entertainment movies
d. Downloading math homeworks
- 10  What can teachers provide through learning environments like Edmodo?
- a. Video games only
b. Virtual lessons, uploading exams, and assignments
c. Communicating with school principals only
d. Sending emails
- 11  What is the most important feature that the digital learning tools we use should have?
- a. To be colorful b. To contain pictures
c. To be reliable and safe d. To be for teachers only
- 12  You can access topics, articles, and videos in the Egyptian Knowledge Bank by simply
- a. sending an official request b. clicking on the source
c. visiting the school d. using an external app

- 13  Online learning environments allow communication between teachers and students
- only when they are in the same place
 - regardless of where they are
 - via a landline phone
 - at specific times in the morning only
- 14  The Vlaby platform is classified as a platform that allows students to
- watch pictures only
 - interact with scientific content
 - read texts only
 - instant message
- 15 Interactive Mapmaker is a tool that works on
- tablets
 - laptops
 - both a and b
 - none of them
- 16 All of the following are reliable online learning sources, EXCEPT
- EKB
 - Vlaby
 - Edmodo
 - unverified blogs

2 Put (✓) or (x):

-  Online learning environments allow teachers to provide virtual lessons for students. ()
- Learning today is limited only to the physical classroom. ()
-  The Egyptian Knowledge Bank (EKB) is considered an online learning environment not a learning source. ()
-  Vlaby is a platform that allows students to conduct scientific experiments in an interactive environment. ()
- Interactive Mapmaker provides tools for online mapping and data collection. ()
-  Reliable online sources are not important for research and data collection. ()

- 7  Students can use the Edmodo platform to communicate with their teachers and post their assignments. ()
- 8 You should rely on any information you find online, even if it is unreliable. ()
- 9  The Egyptian Knowledge Bank contains sources in the English language only. ()
- 10  You can use online learning environments to search for information about animals and science. ()
- 11  The Interactive Mapmaker is an instant messaging tool between students. ()
- 12 Teachers cannot upload homework on online learning environments. ()
- 13  Online learning is limited to reading written articles only. ()
- 14 Interactive Mapmaker is a paid tool that requires a lot of money to use. ()
- 15  Through the Egyptian Knowledge Bank, you can search and view different topics. ()

Planning Your Digital Research

- » It's important to plan before conducting a digital search.
- » Make sure the collected information is correct and reliable.
- » Before you start searching, think about these three steps.

« التخطيط لبحثك الرقمي: من المهم التخطيط قبل إجراء أي بحث رقمي، يساعدك التخطيط على جمع المعلومات المطلوبة.

ثم تأكد أن هذه المعلومات صحيحة وموثوقة. وقبل أن تبدأ البحث، فكر في هذه الخطوات الثلاث:



Step 1:

Choose your topic



Step 2:

Choose the type of sources



Step 3:

Evaluate the sources

1 Choose your topic:

- » Topics may be about dinosaurs, space, or protecting the environment.

Set the goal:

- What do you know about the topic?
- What else do you want to learn about it?
- Think and write notes.

« اختر موضوع بحثك:

- ما الذي تعرفه بالفعل عن هذا الموضوع؟
- ماذا ترغب في معرفته أيضًا؟
- فكّر واكتب ملاحظات.

2 Choose the types of sources:

- » A digital search can include many sources, such as:
 - Text • Audios • Videos • Images
- » You can ask your teacher, parents, or school librarian to choose reliable sources for your research.

اختر أنواع المصادر الإلكترونية التي ستستخدمها

- يمكن أن يتضمن البحث الرقمي العديد من المصادر، مثل: النصوص، والصوت، والفيديو، والصور.
- يمكنك أن تسأل معلمك، أو والديك، أو أمين مكتبة المدرسة، لاختيار مصادر موثوقة لأبحاثك.

3 Evaluate the types of sources:



- » Are these sources reliable or unreliable?

قيم المصادر التي اخترتها

Evaluating Sources



Reliable Sources مصادر موثوقة

- » They are articles or information written and verified by experts.
- » The information is presented in a professional fashion.
- » They are well-written, without grammar or spelling mistakes.

E.X ① Egyptian Knowledge Bank (EKB)

② Official government sites

③ Digital school books

- » هي مقالات أو معلومات كتبها وتُحَقَّق منها خبراء.
- » تُقدِّم المعلومات بطريقة احترافية، وتكتب جيداً دون أخطاء نحوية أو إملائية.
- » مثل: بنك المعرفة المصري، والمواقع الحكومية الرسمية، والكتب المدرسية الرقمية.



Unreliable Sources مصادر غير موثوقة

- » They include information full of opinions, errors, and even lies.

E.X ① Wiki pages

② blogs

③ Social media sites, such as Facebook

- » So, you must be careful of information you find on these sources.

- » تحتوي معلومات مليئة بالآراء والأخطاء، حتى الأكاذيب.
- » أمثلة: ① صفحات الويكي. ② المدونات. ③ مواقع التواصل الاجتماعي، مثل الفيسبوك.
- » لذا يجب عليك توخي الحذر من المعلومات التي تجدها.

NOTES:

- Focus on your topic
- Always ask: Is this reliable?

6

Lesson

Organizing and Writing Your Report

» After collecting notes from reliable sources, it is time to write the report in a logical and organized way.

• **Use an outline:**

- » Use your notes to write an outline.
- » The outline will help you present the information in your report in a **logical way**
- » Your outline should include the following:

① **Introduction:** It introduces the topic of the report (What will you research?).

② **Supporting Paragraphs:** They present the information you found about the topic (Details of your research).

③ **Conclusion:** It includes the final thoughts about the information you provided (What did you learn?).



« بعد جمع الملاحظات من مصادر موثوقة، حان الوقت لكتابة التقرير بطريقة منطقية ومنظمة.

« استخدم مخططاً لتنظيم ملاحظاتك قبل البدء في الكتابة. هذا المخطط سيساعدك على تقديم المعلومات بطريقة منطقية.

« يجب أن يتضمن مخططك:

① المقدمة: تعرض موضوع التقرير.

② الفقرات الداعمة: تقدم المعلومات التي وجدتها حول الموضوع (تفاصيل بحثك).

③ الخاتمة: أفكار نهائية حول المعلومات التي قدمتها (ماذا تعلمت?).

أهم الكلمات والمصطلحات

School librarian

Spelling mistakes

Blogs

أمين المكتبة

أخطاء إملائية

مدونات

Outline

Final thoughts

مخطط

أفكار نهائية



Exercises on Lesson

6

1 Choose the correct answer:

- 1 What is the first step you should take before starting any digital research?
 - a. Start searching immediately
 - b. Planning, choosing the topic, and focusing
 - c. Printing the report
 - d. Writing the conclusion
- 2 sources are written and verified by experts and have no spelling mistakes.
 - a. Reliable
 - b. Unreliable
 - c. Personal
 - d. Hacked
- 3 What is the organized set of notes that helps you arrange your ideas for a report?
 - a. Detailed report
 - b. Reliable source
 - c. Outline
 - d. Final conclusion
- 4 All of the following are unreliable sources, EXCEPT
 - a. Facebook
 - b. blogs
 - c. Wiki pages
 - d. published articles
- 5 The information found on social media sites is considered
 - a. reliable
 - b. accurate
 - c. unreliable
 - d. professional
- 6 What should you write in your notes when you use a reliable source?
 - a. Detailed, accurate notes
 - b. Crediting the sources
 - c. Your personal opinion only
 - d. Both a and b

- 7 Planning before conducting a digital search helps you make sure your information is
a. fake
b. correct and reliable
c. long
d. difficult
- 8  Which part of an outline presents the ideas and information you found in the research?
a. Introduction
b. Supporting paragraphs
c. Conclusion
d. Subject line
- 9 A digital search can include many types of sources, such as
a. text
b. videos
c. images
d. all of them
- 10  A digital research can include non-text sources such as
a. paper books
b. videos and audio recordings
c. regular mail letters
d. outlines only
- 11  In which way should reliable sources be written?
a. Professional, careful
b. Without grammar errors
c. Informal
d. Both a and b
- 12  What should be focused on in the introduction when writing a report?
a. Final research results
b. Briefly presenting the report topic
c. Unreliable sources
d. Final conclusion
- 13 Using an helps you present the information in your report in a logical way.
a. outline
b. image
c. audio
d. error
- 14 The part of your report introduces the topic you are researching.
a. introduction
b. conclusion
c. attachment
d. footnote

- 15 The provides final thoughts and explains what you learned from your research.
- a. introduction
 - b. supporting paragraph
 - c. conclusion
 - d. outline
- 16 In your report, the present the details and information you found about the topic.
- a. greetings
 - b. titles
 - c. supporting paragraphs
 - d. endings
- 17  What should you do when you find information before using it?
- a. Start writing immediately.
 - b. Evaluate it and make sure it is reliable.
 - c. Post it on social media.
 - d. Mention your personal opinion only.
- 18  Which of the following should you ask to find valid sources for your research?
- a. A friend who doesn't know the topic
 - b. An online blogger
 - c. Your teacher or the school librarian
 - d. A commercial advertisement

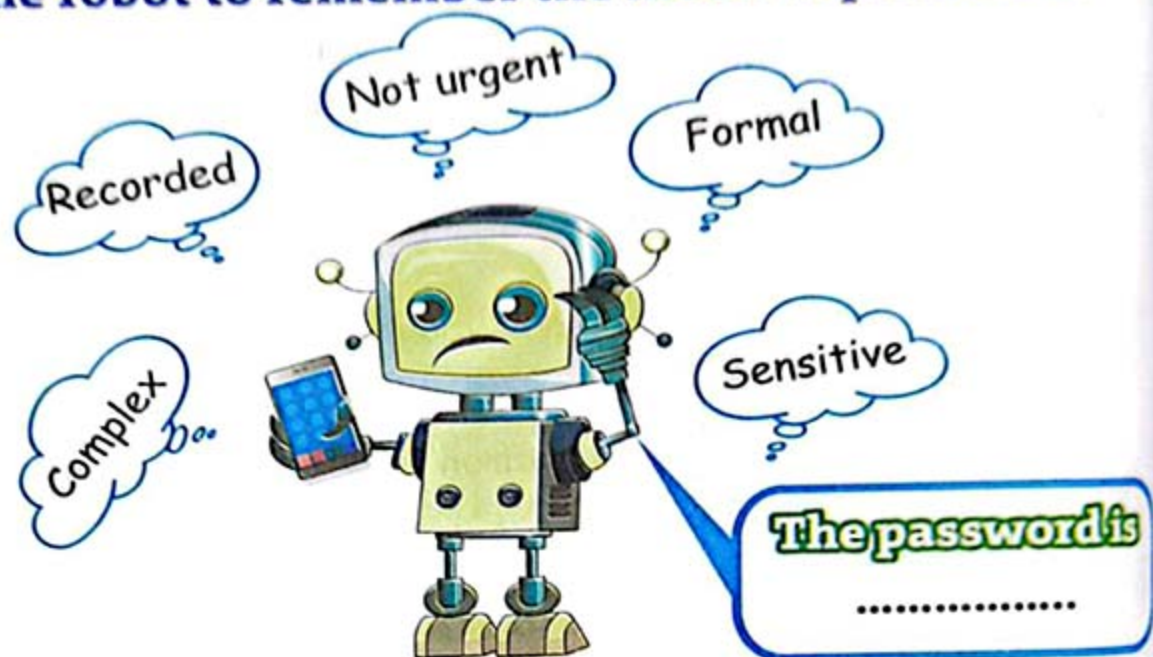
2 Put (✓) or (X):

- 1  You should start your digital research by planning the topic and focusing on it. ()
- 2  Reliable sources are those that provide information written professionally and free of spelling errors. ()
- 3 Planning helps you collect reliable and accurate information. ()
- 4 The conclusion in a report presents the report topic in detail. ()
- 5 Unreliable sources are often full of opinions, errors, and even lies. ()

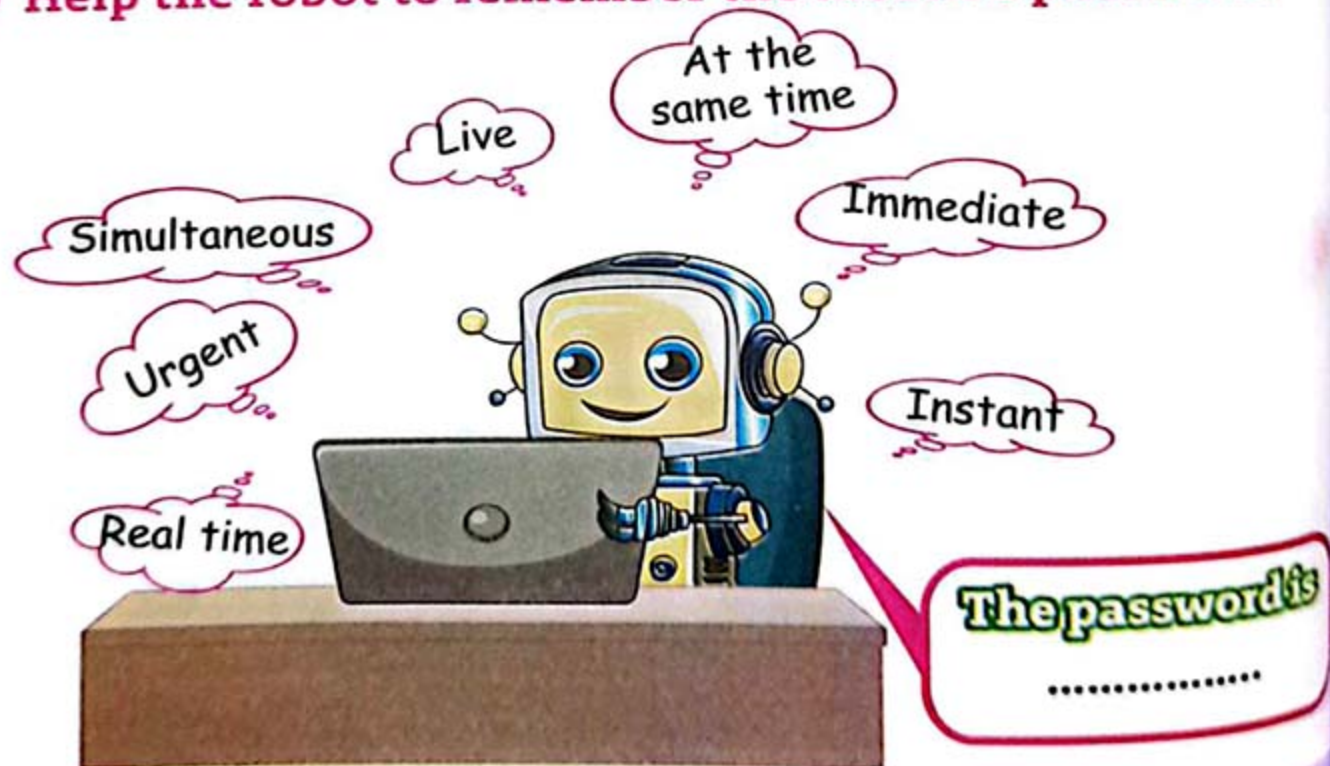
- 6  Sources you find in blogs are always reliable and can be depended on. ()
- 7  Supporting paragraphs in a report are those that provide the collected information and data. ()
- 8 An outline should include an introduction, supporting paragraphs, and a conclusion. ()
- 9  You should only care about searching for text sources and ignore audio recordings and videos. ()
- 10 Wiki pages are considered reliable sources because they are written by experts. ()
- 11  After finishing the research, you must use an outline to organize your notes in a logical way. ()
- 12 Reliable sources are well-written and have no grammar or spelling mistakes. ()
- 13  When you find information, you must ask yourself: Is it reliable? ()
- 14  There is no need to mention the source in your report, as information belongs to everyone. ()
- 15  You can ask your parents or teacher about reliable sources for research. ()

Play with PONY

① Help the robot to remember the mobile's password:



② Help the robot to remember the mobile's password:



Test Yourself

on Lessons
5&6

1 Choose the correct answer:

- 1 provides online mapping tools for students and teachers.
a. Mapmaker Interactive b. Vlaby
c. Edmodo d. EKB
- 2 A/An helps you present information in a logical way.
a. password b. outline
c. virus d. digital footprint
- 3 Sources that are full of opinions, errors, and lies are sources.
a. unreliable b. reliable
c. professional d. expert
- 4 is a virtual labs platform that enables students and teachers to do lab experiments. (الجيزة - إدارة غرب 2024)
a. EKB b. Vlaby
c. Edmodo d. Moodle
- 5 An example of online learning environments is (القاهرة - عين شمس 2024)
a. lessons b. teachers
c. Edmodo d. data
- 6 When planning your research, the first step is to
a. write the conclusion b. choose your topic
c. share the report d. delete your notes
- 7 allows teachers and students to communicate with virtual lessons and quizzes. (القاهرة - بدر 2024)
a. WhatsApp b. Facebook
c. Edmodo d. Goggle Chrome

2 Put (✓) or (x):

- | | |
|---|-----|
| 1 Unreliable sources present information professionally | () |
| 2 Edmodo don't allow students to post their assignments. | () |
| 3 It's important to plan before conducting a digital search. | () |
| 4 Personal blogs are always reliable sources of information. | () |
| 5 An outline should include an introduction, supporting paragraphs, and a conclusion. | () |
| 6 The Interactive Mapmaker is a paid learning source. | () |
| 7 There is no need to mention the source in your report. | () |
| 8 You can ask your teacher for help about reliable sources. | () |

Lesson 1

- » Technology helps us do many things such as shopping, communication, and learning.
- » Creative people use digital technology tools to find real solutions and design useful applications and websites.
- » **Benefits of Digital tools:**
 - 1 They provide easy access to services such as an app to pay a bill.
 - 2 You can book tickets (of trains, airplanes, museums, and historical places) online.
 - 3 A wealth of information is available through sources like EKB.
 - 4 They help people communicate better, build good relationships, and solve problems.
- » Using technology in a positive way helps us become successful digital citizens.

Lesson 2

» Digital Citizen:

He is a person who uses technology and the Internet for example to study and play.

» Digital Citizenship:

It is the ability to use digital technology ethically, responsibly, and safely.

» Digital Footprint:

It is a record of what you do online, including the websites you visit, the photos you post, and the comments you write.

» Rights:

- ① Right to protection
- ② Right to express positively
- ③ Right to access the Internet safely

» Responsibilities:

- ① Respecting Intellectual Property rights
- ② Showing positive behavior online
- ③ Using Internet wisely



Piracy: It is copying or stealing a content (such as a story or a song) to be **shared** or sold to others.

Rules to Use the Internet Safely

- ① Use strong passwords.
- ② Monitor online screen time.
- ③ Credit sources from which you took the information.
- ④ Use updated software.

Lesson 3

Comparison	Synchronous Communication	Asynchronous Communication
Definition	- It is real-time communication. - Communication happens at the same time. - It involves instant responses.	- It <u>does not</u> necessarily occur at the same time. - It <u>does not</u> require an instant response.
Examples	① Video chats ② Live TV shows ③ Instant chat rooms ④ Phone calls	- E-mail

Uses of Synchronous / Asynchronous Communication

Synchronous Communication	Asynchronous Communication
• When you need an instant response. • When sharing information and files quickly. • When discussing school topic quickly	• When sending formal messages. • When sending important and large files • When you do not need an instant response

» Main Communication Tools:

- ① **Video Chats:** They allow direct (live) communication.

Tools needed: 1- A device with a camera and a microphone
2- A video chat app

- ② **Instant Messaging (IM):** You can send text, pictures, and videos that arrive instantly.

Tools needed: An instant messaging application

- ③ **Chat Rooms:** They allow you to communicate in a group and usually focus on one subject.

Tools needed: Mobile apps or web browsers

- ④ **Email:** This is used for formal or long messages.

Tools needed: An email app or web browser

- » **Mobile Application:** It is a program on your device that gives you direct access to different programs such as email, IM, social media, and video chats.

Lesson 4

① Video Chat

- It is like a virtual classroom.
- To join a video chat: click on the link and wait to be "let in".
- Mute the microphone when someone else is talking to prevent noise.
- Be properly dressed and behave as if in a public place.
- Make sure no personal information or your home address is in your background.

2 Chat Rooms

- They usually focus on one particular subject.
- Anyone who has access to the chat room can read your messages.
- You should always be polite, helpful, and positive.

3 Instant Messaging (IM)

- It is an informal communication tool.
- You can use emojis and pictures in your messages.

4 Email

- It is used for formal situations.
- In the "To" field: Write the email address of the recipient.
- In the "Subject" line: Provide clear information on the topic/title of the email.
- Use correct grammar, be polite, and include greetings and endings.
- Ensure attachments are safe and accurate.

Lesson 5**1 Online Learning Environments**

- They include applications such as Edmodo.
- They allow teachers and students to communicate, no matter where they are.
- Teachers can upload lessons, homework, and quizzes, and students can post their assignments.

2 Digital Learning Sources

- **Egyptian Knowledge Bank (EKB):**
It is a huge digital library in Egypt.
It provides articles and videos in all fields.
- **Interactive Mapmaker:**
It is a free tool for online mapping, data collection, and research using maps; it works on tablets and laptops.
- **Vlaby :** It is a platform designed for conducting scientific experiments in a safe, interactive virtual environment.

Lesson 6

» It is important to **plan** before starting to ensure your information is correct and reliable.

- ① **Choose your topic:** set the goal, what you want to learn, and write notes while searching.
- ② **Choose the types of sources:** such as text, audio, videos, and images.
- ③ **Evaluating the sources:** you should use reliable sources

» **Reliable Sources:**

- ① They are written and verified by experts.
- ② They are well-written, without spelling or grammar mistakes.

» **Unreliable Sources:**

- ① They are full of opinions, errors, and lies.
- ② They include Facebook, blogs, and Wiki pages.

Writing the Report

» Use an outline to present your information in a logical and organized way.

» The **outline** includes:

- ① **Introduction:** It introduces the topic.
- ② **Supporting Paragraphs:** They present the information you found.
- ③ **Conclusion:** It provides final thoughts about the information you provided.

- 3 Copying or stealing protected content, like a song or story, to sell it is called
 a. piracy
 b. digital citizenship
 c. research
 d. browsing
- 4 Which example shows how technology made travel easier?
 a. Going to the library
 b. Booking airplane tickets online
 c. Playing in the park
 d. Drawing on paper
- 5  The best way to send a formal message to your teacher or an official is through
 a. instant messaging
 b. video chats
 c. chat rooms
 d. email
- 6 To conduct safe virtual science experiments at home, you can use
 a. Facebook
 b. Vlaby
 c. WhatsApp
 d. Paint
- 7 In a video chat, make sure your background does NOT show your
 a. books
 b. home address
 c. wall color
 d. computer

Model Exam

2

1 Put (✓) or (x):

- 1 You can pay your water and electricity bills using apps through the Internet. ()
- 2 The digital footprint is a record of what you do online. ()
- 3 Online learning environments, like Edmodo, doesn't allow teachers and students to communicate. ()
- 4 During conducting a digital search, you must mention the source of your information in your notes to credit it. ()
- 5 The person who started the call can mute other people's microphones. ()

- 6 Protecting yourself from piracy isn't considered important. ()
- 7 Creative people use technology to benefit people. ()
- 8 Piracy means respecting the work of others. ()

2 Choose the correct answer:

- 1 All of the following is considered from the safe use of technology, except
- booking train tickets
 - paying bills through the Internet
 - Egyptian knowledge bank (EKB)
 - sharing your personal information online
- 2 is a virtual labs platform that enables students and teachers to do lab experiments in an interactive environment.
- Egyptian knowledge bank (EKB)
 - Edmodo
 - Vlaby
 - None of them
- 3 Technology helps people communicate better and build good
- relationships
 - fences
 - barriers
 - enemies
- 4  A mobile application is a program on your device that gives you direct access to
- cooking and recipes only
 - email, social media, and video chats
 - paper school books
 - physical sports
- 5 Everything you do on the Internet that leaves a record or trace is called a
- password
 - digital footprint
 - web browser
 - virus
- 6 Which of the following is an example of synchronous communication?
- Emails
 - Recorded videos
 - Video chats
 - Letters by email
- 7 In an email, the topic or title of the message is written in the field.
- To
 - Subject
 - From
 - Attachment

Model Exam

3

1 Put (✓) or (X):

- 1 Students must be encouraged to deal with technology in a safe way. ()
- 2 You have the right to use the Internet when you need or want to, while respecting the law. ()
- 3 The person in charge of the call can mute others people's microphones. ()
- 4 Reliable sources are often full of grammar and spelling mistakes. ()
- 5 The digital search can include sources like audio, video, and image. ()
- 6 Online learning environments, like Edmodo, can provide virtual lessons. ()
- 7 Communication today is limited only to people in the same place. ()
- 8 Supporting paragraphs are where you write what you learned, your final thoughts. ()

2 Choose the correct answer:

- 1  Which part should provide clear information about the content of the email?

a. The "To" box	b. The Subject line
c. The greeting	d. The message body
- 2 Students must be encouraged to use technology in a/an way.

a. few	b. safe and easy
c. bad	d. annoying
- 3 Using technology in a positive way helps us become successful

a. gamers	b. digital citizens
c. hackers	d. viewers

- 4  Instant messaging (IM) is an example of
 a. synchronous communication b. asynchronous communication
 c. formal emails d. slow messaging
- 5 To access the Internet, we use a browser, such as
 a. WhatsApp b. Facebook c. Google Chrome d. Excel
- 6 The Egyptian Knowledge Bank (EKB) is a huge
 a. social media site b. digital library
 c. gaming platform d. search engine
- 7 A/An helps you organize the information in your report in a logical way.
 a. outline b. strong password
 c. chat room d. digital tool

Model Exam

4

1 Put (✓) or (X):

- 1 You cannot book tickets for trains, buses and planes through the Internet. ()
- 2 You can commit piracy with the protected content, share it and sell it to others. ()
- 3 If your camera is on so, anyone who is in the call will be able to see you. ()
- 4 Reliable sources are articles or information written and verified by experts. ()
- 5 Digital citizenship means using technology in an unethical way. ()
- 6 The information used in digital researches must be reliable. ()
- 7 Asynchronous communication is better when you don't need an immediate reply. ()
- 8 You should always credit the sources used in your research. ()

2 Choose the correct answer:

- 1 Chat rooms usually focus on one particular
 a. subject b. person c. device d. country
- 2  The things you do online that leave a trace are called
 a. passwords b. rights
 c. Responsibilities d. digital footprint
- 3 A gives you direct access to programs like social media and video chats.
 a. mobile app b. printer c. screen d. keyboard
- 4 To have a video chat, your device must have a microphone and a
 a. printer b. camera c. scanner d. mouse
- 5 Teachers can use to upload lessons, assignments, and quizzes.
 a. Vlaby b. Edmodo c. Mapmaker d. Paint
- 6 The first step in conducting digital research is to
 a. write the report b. delete your notes
 c. find a conclusion d. choose your topic
- 7 communication is best for discussing a quick school topic that needs an immediate answer.
 a. Asynchronous b. Synchronous
 c. Formal email d. Postal mail

Model Exam

5

1 Put (✓) or (X):

- 1 Using technology in a positive way helps people become good digital citizens. ()
- 2 Edmodo is a tool used for mapping and data collection. ()
- 3 Asynchronous communication includes live television shows. ()

- 4 Learning can now happen regardless of where teachers and students are. ()
- 5 Digital citizens only use the Internet for games and fun. ()
- 6 To join a video call, you often click a link and wait to be let in. ()
- 7 It is okay to commit piracy if you don't sell the content. ()
- 8 The introduction of a report presents detailed information about the research. ()

2 Choose the correct answer:

- 1 In an email, the recipient's address is written in the field.
a. Subject b. To c. From d. Attach
- 2 A digital footprint includes
a. the websites you visit b. the photos you post
c. the comments you write d. all of them
- 3 communication is best for discussing a quick school topic that needs an immediate answer.
a. Asynchronous b. Synchronous
c. Formal email d. Postal mail
- 4 Information on is often considered unreliable because anyone can edit it.
a. Wiki pages b. EKB
c. Vlaby d. National Geographic
- 5 To use the Internet safely, you should use passwords.
a. weak b. strong
c. your name as d. no
- 6 When you take information from a source, you must the source in your research.
a. hide b. change
c. credit d. ignore
- 7 communication is like face-to-face communication but online.
a. Synchronous b. Asynchronous
c. Email d. Recorded messages

Unit 4

My Digital Project



Unit Lessons:

Lesson 1 Digital Problem Solving

Lesson 2 Presenting Information

Lesson 3 Algorithms

Lesson 4 Programming: The Computer Language and Game Development

Lesson 5 Exploring the Scratch Program

Lesson 6 Graphic Art: Creating and Editing Digital Images

- » In our daily life, we may face problems when using technology.
- » Sometimes solving the problem looks very hard.
- » But if we follow clear and organized steps, solving the problem becomes much easier.



- في حياتنا اليومية، يمكن أن نواجه مشكلات أثناء استخدام التكنولوجيا.
- أحياناً تبدو المشكلة صعبة جداً، لكن إذا اتبعنا خطوات واضحة ومنظمة، يصبح حل المشكلة أسهل بكثير.

Steps to Solve a Problem

- » Solving technology problems needs logical thinking steps to understand and fix the problem.

1 Construct a Hypothesis:

- » **Hypothesis:** It is an educated guess about how the problem happened.
- » The hypothesis is the starting point that you can test.



« بناء فرضية:

- الفرضية: تخمين مدروس حول كيفية حدوث المشكلة. والفرضية هي نقطة البداية التي يمكن اختبارها.

2 Test the Hypothesis:

- » Test your idea carefully and safely.
- » Do not try anything that may damage your device.
- » The test should be safe and planned.



« اختبار الفرضية:

- لا تجرّب أي شيء قد يضر جهازك.
- اختبر فكرتك بحذر وبطريقة آمنة.
- يجب أن يكون الاختبار آمناً ومدروساً.

3 Learning from Mistakes:

» If your test does not work, ask yourself:

- 1 What went wrong?
- 2 What did I learn?

» We learn from our mistakes and use what we learned to make a better hypothesis next time.



« التعلم من الأخطاء:

- إذا لم ينجح الاختبار، اسأل نفسك: 1 ما الخطأ الذي حدث؟ 2 ماذا تعلمت؟
- نحن نتعلم من أخطائنا، ونستخدم ما تعلمناه لتكوين فرضية أفضل في المرة القادمة.

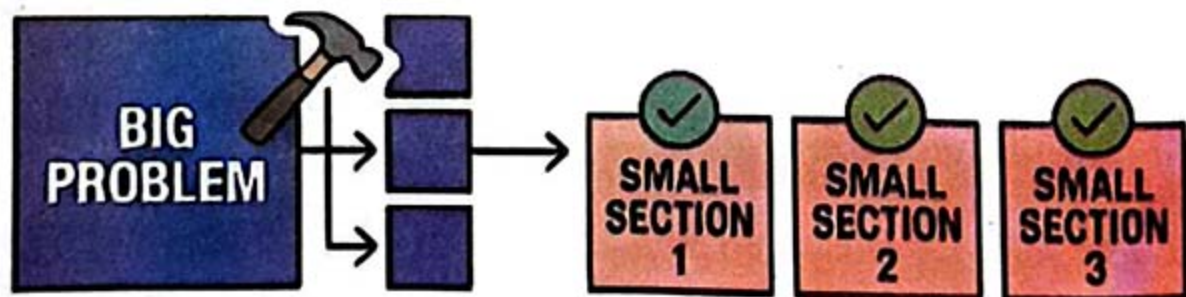
Breaking Down Problems into Smaller parts

» Some ICT problems may be more complicated, like:

- Internet not working
- An app is not opening

» Therefore:

- 1 Break down the big problem into small sections.
- 2 Solve each section step-by-step.



« تقسيم المشكلات إلى أجزاء صغيرة:

• قد تبدو بعض مشكلات تكنولوجيا المعلومات والاتصالات معقدة، مثل مشكلة في اتصال أو تطبيق لا يعمل.

1 قسّم المشكلة الكبيرة إلى أجزاء صغيرة.

2 قم بحل كل جزء خطوة خطوة.

Real-Life Example

Your teacher asks you to help organize a class trip:

» It may be difficult, but when you break it into small tasks such as:

- 1 Decide the destination.
- 2 Determine the date of the trip.
- 3 Find out the price per student.



» It becomes much easier!

» This is the same principle we use to solve big technology problems.

« مثال من الحياة الواقعية:

• إذا كان لديك عمل كبير، مثل تنظيم رحلة مدرسية، فقد يبدو صعباً، لكن عندما تقسمه إلى مهام صغيرة، مثل:

- 1 تحديد المكان، 2 تحديد التاريخ، 3 معرفة سعر الرحلة لكل تلميذ، يصبح الأمر أسهل بكثير!

وهذه هي نفس الفكرة التي نستخدمها لحل المشكلات التكنولوجية الكبيرة.

Tips to Solve Problems

1 When solving a big technology problem, start with the parts you can do by yourself, step-by-step, until the big problem is solved.

2 If the problem is very complicated, ask your teacher for help.

3 Asking for help makes big problems easier to solve.

4 If you are working in a group, give each person one small part to solve.



• عند حل مشكلة تكنولوجية كبيرة ابدأ بالأجزاء التي تستطيع القيام بها بنفسك، خطوة خطوة، حتى يتم حل المشكلة الكبيرة.
• إذا كانت المشكلة التقنية معقدة جداً، فاطلب المساعدة من معلمك.
• طلب المساعدة يجعل تقسيم المشكلة إلى مهام صغيرة أسهل.
• إذا كان لديك مجموعة من الأشخاص يساعدونك في حل مشكلة كبيرة، يمكنك تخصيص جزء صغير لكل شخص ليحله بشكل منفصل.

أهم الكلمات والمصطلحات

Hypothesis

فرضية

Complicated

معقد

Construct

يبني

Step-by-step

خطوة خطوة

Break

يكسر



Exercises on Lesson 1

1 Choose the correct answer:

- 1  An educated guess about how a problem happens is called
 - a. the final solution
 - b. an experiment
 - c. a hypothesis
 - d. a partial problem
- 2  The best strategy when a technology problem is very complex is to
 - a. ignore it and look for another problem
 - b. break it into small parts and solve gradually
 - c. start solving without thinking
 - d. ask anyone randomly for help
- 3  The purpose of testing a hypothesis is
 - a. to prove you are always right
 - b. to know if the hypothesis failed and learn from your mistakes
 - c. to put the device at risk
 - d. to make the problem bigger
- 4  When you have a big task, how do you make it easier?
 - a. Leave it as it is.
 - b. Break it into smaller tasks.
 - c. Ask someone else to solve it completely.
 - d. Get distracted.
- 5 Rodina tries to open an app, but it won't work properly. She thought the app might need an update. Rodina's thought about the update is known as
 - a. breaking down the problem
 - b. data collection
 - c. a final result
 - d. constructing a hypothesis

- 6  If your hypothesis test fails, what is the most important thing to learn?
- a. Never make another hypothesis.
 - b. That you cannot solve the problem.
 - c. What went wrong and how it helps you build a better hypothesis.
 - d. That the problem is unsolvable.
- 7 Yassin's printer is not working. He thinks a piece of paper might be stuck inside. He plans to open the printer carefully and check. What is Yassin doing by checking the tray safely?
- a. Constructing a hypothesis b. Testing the hypothesis
 - c. Learning from his mistakes
 - d. Making the problem more complicated
- 8  What should you avoid when testing your hypothesis?
- a. Building a new hypothesis
 - b. Doing tests that may put the device at risk
 - c. Dividing the problem
 - d. Asking the teacher for help
- 9 Ahmed plays a game on his tablet which is slow. He restarts the tablet, but the tablet is still slow. He said, "Now I know restarting didn't help. Maybe the tablet memory is full." What is Ahmed doing?
- a. Learning from his mistakes b. Creating a successful hypothesis
 - c. Breaking down the problem d. Asking for help
- 10  When organizing a trip, deciding the destination represents
- a. the hypothesis b. the big problem
 - c. a small part of the problem d. the final step
- 11 Adam is writing a program, and it has an error. He is stuck and does not know what to do next, what should Adam do?
- a. Delete the whole program. b. Ask his teacher for help.
 - c. Keep making the same mistake.
 - d. Close the computer and walk away.

- 12  What should you do when facing a complex technology problem?
 - a. Try to solve it by yourself only.
 - b. Ask the teacher or specialists for help.
 - c. Give up on the problem.
 - d. Ask the computer for help.
- 13  When solving a big problem in a group, how can you organize the work?
 - a. Everyone works on the same part.
 - b. Assign a small part to each person to solve.
 - c. No one participates.
 - d. One person solves everything.
- 14  Solving problems requires
 - a. randomness
 - b. taking steps to think about the problem and solving it
 - c. wasting time
 - d. reading novels

2 Put (✓) or (X):

- 1  ICT problems become easier when we break them into small parts. ()
- 2  A hypothesis is the final solution to how the problem happened. ()
- 3  You should always try to solve technical problems by yourself without asking for help. ()
- 4 Logical thinking steps are necessary to understand and fix technology problems. ()
- 5  The problem-solving procedures can be applied to real-life problems, not just technology problems. ()
- 6  Testing the hypothesis should not include any risk to the device you are using. ()

- 7 If a test fails, you haven't learned anything useful. ()
- 8  The teacher can help in organizing and solving big tasks and problems. ()
- 9  When a hypothesis test fails, you should feel frustrated and stop trying. ()
- 10 Logical thinking steps are only needed for complicated problems, not daily life tasks. ()
- 11  If you solve a problem in a group, each person should solve a small part of the problem. ()
- 12  A hypothesis is an educated guess about how things happen, and it can be tested. ()
- 13 An app not opening is an example of a simple problem that never needs breaking down. ()
- 14  You do not need to take steps to solve a technical problem; the solution comes automatically. ()
- 15 Testing your hypothesis should be done carefully and safely. ()

Lesson 2

Presenting Information

- » When we want to present information or advertise an idea in an attractive way, we use **digital tools** to design a digital poster or billboard.
- » In this Lesson, we will learn about the tools and how to design effectively!
- عندما نريد تقديم المعلومات أو الإعلان عن فكرة بطريقة جذابة، فإننا نستخدم الأدوات الرقمية لتصميم ملصق رقمي أو لوحة إعلانية.
- في هذا الدرس سنتعرف على هذه الأدوات وكيفية التصميم بشكل فعال.

Digital Tools for Presenting Information

- » Microsoft 365's bundle offers excellent options for designing posters or billboards.

PowerPoint



Word



Publisher®



1 Microsoft PowerPoint:

- » It is used to create **presentations**.
- » It create **attractive slides** easily and quickly.

2 Microsoft Word:

- » It is used for **writing text**.
- » It can be used to create **simple posters**.

3 Microsoft Publisher:

- » It is a professional program to design posters and flyers in an organized way.

« الأدوات الرقمية لتقديم المعلومات:

• توفر حزمة Microsoft 365 خيارات ممتازة لتصميم الملصقات ولوحات الإعلانات.

- 1 برنامج العروض التقديمية: يُستخدم لإنشاء العروض التقديمية، يُتيح إنشاء شرائح جذابة بسهولة وسرعة.
- 2 معالج النصوص: يُستخدم لكتابة النصوص، يمكن استخدامه لإنشاء ملصقات بسيطة.
- 3 برنامج النشر المكتبي: برنامج احترافي لتصميم الملصقات والنشرات الإعلانية بطريقة منظمة.

NOTES

- » To access these programs, you must have Microsoft 365 on your device.
- » Make sure your device is updated to be able to download and run the programs.

للوصول إلى هذه البرامج، يجب أن يكون لديك Microsoft 365 مثبتًا على جهازك.

تأكد من تحديث جهازك لتتمكن من تنزيل وتشغيل البرامج.

Digital Concepts to Consider

المفاهيم الرقمية التي يجب مراعاتها

- » When creating your poster or billboard, think about the following digital concepts.

عند تصميم ملصقك، يجب أن تفكر في هذه العناصر لجعله جذابًا وسهل القراءة:

1 Margins:

- » A margin: It is the empty space around the edges of your poster or billboard.
- » Keep a fixed margin of 2.5 cm.
- » Don't crowd the edges. If the edges are too crowded, the poster will look cramped and visually unappealing.



الهوامش:

الهوامش هي المساحة الفارغة حول أطراف الملصق أو اللوحة الإعلانية.

اترك هامشًا ثابتًا ٢,٥ سم.

لا تكس حافة الأطراف. إذا كانت الأطراف مزدحمة جدًا، يبدو الملصق مكتظًا وغير جذاب بصريًا.

2 Font Type and Size:

- » Always be sure to choose a font size that is easy to read.
- » Simple fonts are better
- » Avoid complicated or decorative fonts that is distracting and hard to read.

Complicated ✗

Simple ✓

نوع الخط وحجمه:

- تأكد دائماً من اختيار حجم خط يسهل قراءته.
- تجنب استخدام الخطوط المعقدة أو المزخرفة فهي تشتت الانتباه وتُصعب القراءة.
- الخطوط البسيطة هي الأفضل.

3 Colors:

- » Colors help deliver your message and catch attention.
- » It's preferable not to add more than three colors.
- » Choose color combinations (contrast) that match.
- » Take into consideration the color of the background when choosing the font color.



الألوان

- تساعد الألوان في نقل رسالتك وجذب الانتباه.
- اختر تركيبات ألوان متناقضة.
- يُفضل عدم استخدام أكثر من ثلاثة ألوان.
- انتبه إلى لون الخلفية عند اختيار لون الخط.

4 Images:

- » Use images that match your content.
- » Use clear, high-quality, and appropriate images for the content you are sharing.

الصور:

- استخدم صوراً تناسب محتواك.
- استخدم صوراً واضحة وذات جودة عالية ومناسبة (مرتبطة) بالمحتوى الذي تشاركه.

أهم الكلمات والمصطلحات

Poster	ملصق	Crowd	مزدحم
Billboard	لوحة إعلانية	Cramped	مكتظ
Bundle	حزمة أو مجموعة	Visually unappealing	غير جذاب بصرياً
Margin	الهامش	Catch the attention	تجذب الانتباه
Decorative	مزخرف		



Exercises on Lesson

2

1 Choose the correct answer:

- 1 Which tool is considered the best for designing a digital poster or advertisement board?
 - a. Microsoft Word
 - b. Microsoft PowerPoint
 - c. Microsoft Publisher
 - d. Mobile app
- 2 To write text and create simple posters, you can use
 - a. Microsoft Publisher
 - b. Microsoft Word
 - c. Microsoft PowerPoint
 - d. both a and b
- 3 What is the name of the empty space around the edges of the poster?
 - a. Contrast
 - b. Colors
 - c. Margins
 - d. Font type
- 4 The bundle offers excellent options for designing posters like PowerPoint and Word.
 - a. Microsoft 365
 - b. Windows 10
 - c. Google
 - d. Android
- 5 What is the maximum number of colors recommended for a single poster?
 - a. Five colors
 - b. Less than three colors
 - c. Ten colors
 - d. Only one color
- 6 When designing a poster, it is recommended to keep a fixed margin of
 - a. 1.5 cm
 - b. 2.5 cm
 - c. 3.5 cm
 - d. 5 cm
- 7 If the font you use in the poster is complicated, it
 - a. strongly attracts the attention
 - b. distracts and makes it hard to read
 - c. increases the image quality
 - d. makes it easy for viewers to read

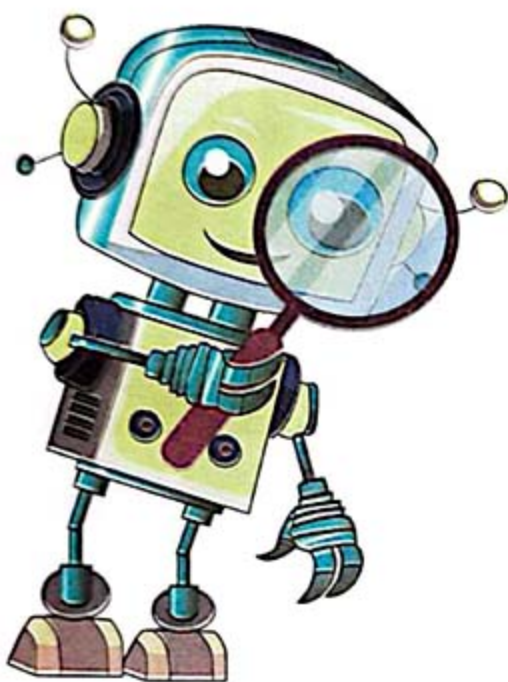
- 8 is/are used to create attractive slides easily and quickly.
- a. Microsoft PowerPoint
 - b. Microsoft Word
 - c. Microsoft 365
 - d. All of them
- 9  When using images in posters, the images should be
- a. clear
 - b. high-quality
 - c. relevant to the topic
 - d. all of them
- 10 It's preferable not to add more than colors in your digital poster.
- a. five
 - b. four
 - c. three
 - d. two
- 11  The Word processor (Word) is part of which software package?
- a. Google Drive
 - b. Microsoft 365
 - c. Adobe Suite
 - d. Vlaby
- 12  What is the visual problem if you add content too close to the edges of the poster?
- a. The poster will look well-designed.
 - b. The poster will look crowded and lack proper margins.
 - c. It will increase the quality of the poster.
 - d. It will make reading easier.
- 13  You should check if your computer before installing Microsoft 365 programs.
- a. is very old
 - b. is not connected to the Internet
 - c. is updated to run the program
 - d. has very small storage
- 14  When choosing colors, you should consider the color of
- a. your computer
 - b. your font
 - c. your background
 - d. the mouse
- 15  In general, when choosing a font in a design, it should reflect
- a. complexity
 - b. ambiguity
 - c. simplicity
 - d. excessive details

2 Put (✓) or (X):

- 1  Margins are the empty space around the edges of the poster. ()
- 2 Simple fonts are better than complicated or decorative fonts. ()
- 3 You must have Microsoft 365 on your device to access PowerPoint and Word. ()
- 4  Publisher is the best tool for creating professional posters. ()
- 5  It is better to use more than five colors in the design to make it attractive. ()
- 6 Margins prevent the poster from looking cramped or unappealing. ()
- 7  If you choose a complicated font, it will help your audience read easily. ()
- 8  The images used in the poster should match the content and be high-quality. ()
- 9 Microsoft PowerPoint is used to create attractive slides ()
- 10  To access Microsoft 365, you need an updated digital device. ()
- 11  If the content is too close to the edges, the poster will look visually attractive. ()
- 12  Microsoft Word can also be used to design posters. ()
- 13 Microsoft Publisher is used only for writing simple text. ()
- 14  We do not need to consider the background color when choosing the font color. ()
- 15  The image in the poster should be unclear to encourage audience to focus on the text. ()

Play with PONY

Word Search Puzzle



D	I	R	D	P	F	O	S	S	T	T	S
S	K	P	P	B	O	L	D	T	I	B	S
R	T	U	A	P	N	I	G	R	A	M	R
P	T	A	O	N	T	I	I	I	P	D	R
A	I	N	I	I	S	R	U	K	R	U	O
O	P	S	U	G	P	G	P	I	N	P	R
O	P	R	E	L	B	I	O	N	N	D	M
P	O	A	I	U	N	D	I	G	R	A	N
I	I	I	A	A	A	A	R	N	S	T	I
A	P	P	R	O	P	R	I	A	T	E	R

(fonts - margin - striking - appropriate - bold - update)

- 1 The small number of colors used inside the poster makes it
- 2 Use images to the content you are sharing in the poster.
- 3 You will have to your computer to handle Microsoft 365.
- 4 The is the space left around the edges of the poster or billboard.
- 5 Sometimes, simple are better.
- 6 Use colors for the information you want to emphasize.

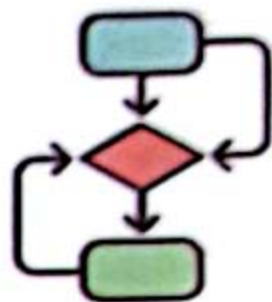
- » In our daily life, everything we do is a series of steps; these steps are called algorithms.

كل شيء نفعله في يومك هو مجموعة من الخطوات. هذه الخطوات تسمى خوارزميات.

Algorithm

- » It is a set of clear instructions and a series of organized steps to solve a particular problem or do a specific task.

الخوارزمية هي مجموعة من التعليمات الواضحة والخطوات المتسلسلة والمنظمة. تُستخدم لحل مشكلة أو إنجاز مهمة معينة.



Examples of Algorithms

Example ① :

An Algorithm to Add Two Numbers:

- ① Enter the first number (A).
- ② Enter the second number (B).
- ③ Calculate the sum: $C = A + B$
- ④ Show the result (C).

② أدخل الرقم الثاني (B).

① أدخل الرقم الأول (A).

④ اعرض الناتج (C).

③ احسب المجموع: $C = A + B$

Example ② :

Cleaning your room: تنظيف غرفتك



Clean the dust.

نظف الغبار.



Wipe flat surfaces.

امسح الأسطح المستوية.



Clean the floor.

نظف الأرضية.

Example 3 :**When you solve a word problem in a math class:**

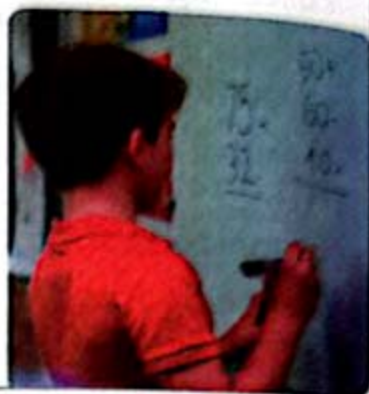
عندما تحل مسألة لفظية في مادة الرياضيات

- ① You often have to break the question down into parts.
- ② Solve it in a series of steps.
- ③ These steps are instructions to solve the problem.

① غالبًا ما يكون عليك تقسيم السؤال إلى أجزاء.

② حل المسألة في سلسلة من الخطوات.

③ تمثل تلك الخطوات الإرشادات اللازمة لحل المسألة.

**Features of a Good Algorithm**

- ① **Definiteness (Clarity and Accuracy):** Every step should be **clear** and not confusing.
- ② **Input:** It should accept zero or more inputs.
- ③ **Output:** It should produce at least one output, which is the solution.
- ④ **Finiteness:** The algorithm should **stop** after a limited number of steps.
- ⑤ **Effectiveness:** Every step should be applicable.

« الخصائص الأساسية للخوارزمية الجيدة:

- ① **الوضوح والدقة:** يجب أن تكون كل خطوة واضحة وغير مُربكة.
- ② **المدخلات:** يجب أن تقبل صفر أو أكثر من المدخلات.
- ③ **المخرجات:** يجب أن تنتج مخرجًا واحدًا على الأقل، وهو الحل.
- ④ **المحدودية:** يجب أن تتوقف الخوارزمية بعد عدد محدود من الخطوات.
- ⑤ **الفعالية:** يجب أن تكون كل خطوة قابلة للتنفيذ وبسيطة الأداء.

الخوارزميات ومحركات البحث Algorithms and Search Engines

- » Computers and applications use **algorithms** to do specific tasks, like search engines.

Google



- » **Algorithms' Job:** Algorithms help the search engine provide results that are most relevant to your search topic.
- » **Keywords:** Every time you type keywords in a search engine, the engine uses algorithms to provide results.
- » **Search Accuracy:** Choose the accurate keywords when searching.
- If your words are not clear enough, the search engine's algorithm may not give you accurate results.

» Smart Algorithms:

- If you use a search engine to find directions to a place, the engine will use the database of names and information from digital maps to give you the results.



« تستخدم أجهزة الكمبيوتر وتطبيقاتها الخوارزميات لأداء مهام محددة، مثل محركات البحث.

- **وظيفة الخوارزميات:** تساعد الخوارزميات محرك البحث في تحديد النتائج الأكثر صلة بموضوع البحث الخاص بك.
- **الكلمات المفتاحية:** في كل مرة تكتب فيها كلمات مفتاحية في محرك البحث، يستخدم المحرك خوارزميات ليعرض لك النتائج.
- **دقة البحث:** اختر الكلمات المفتاحية الصحيحة عند البحث. إذا لم تكن كلماتك واضحة بما فيه الكفاية، فقد لا تعطي خوارزمية محرك البحث نتائج دقيقة.

أهم الكلمات والمصطلحات

Algorithm	خوارزمية	Effectiveness	الفعالية
Instructions	تعليمات	Finiteness	المحدودية
A series of steps	سلسلة من الخطوات	Definiteness	التحديد والدقة

- 8 Every step in a good algorithm should be clear and not confusing; this feature is called
- a. definiteness
 - b. effectiveness
 - c. output
 - d. finiteness
- 9  What should you do to tell the search engine what task you want it to perform?
- a. Turn off the computer.
 - b. Prepare a meal.
 - c. Clean your room.
 - d. Enter the keywords.
- 10 An algorithm should produce at least one, which is the solution.
- a. input
 - b. keyword
 - c. output
 - d. step
- 11  What happens if your keywords are not clear enough?
- a. The search engine's algorithm will be very accurate.
 - b. The room will be cleaner.
 - c. The search engine's algorithm may not give accurate results.
 - d. The computer will stop working.
- 12  A recipe to make a meal (like a falafel sandwich) is an example of
- a. a complicated problem
 - b. a random result
 - c. an algorithm
 - d. a disorganized random process
- 13  You should choose carefully when searching for information.
- a. the color of the notebook
 - b. the correct keywords for your search
 - c. your bedtime
 - d. the furniture in the room
- 14  What is the first step in an algorithm to clean a room?
- a. Clean the floor.
 - b. Clean the dust.
 - c. Wipe the surfaces.
 - d. Leave the room.
- 15  Computers and applications use algorithms to
- a. perform specific tasks
 - b. decorate the room
 - c. cook food
 - d. send spam messages

2 Put (✓) or (X):

- 1 Everything we do in our daily life can be a series of steps called algorithms. ()
- 2  An algorithm is a set of steps that explains how to do a task. ()
- 3 Effectiveness means that every step in the algorithm should be applicable. ()
- 4  Algorithms help find the least relevant results in your search. ()
- 5  Following a recipe is a type of algorithm. ()
- 6 A good algorithm should continue forever without stopping. ()
- 7  There is no need to choose the right keywords when searching; the search engine will always find the results. ()
- 8 An algorithm can accept zero or more inputs. ()
- 9  Solving a math problem with an algorithm requires dividing the question into parts. ()
- 10  When cleaning a room, you can start by cleaning the floor before cleaning the dust. ()
- 11  When you enter unclear keywords, the search engine's algorithm is always accurate. ()
- 12  Search engines use a map database to give you directions to a place. ()
- 13  An algorithm is a set of random instructions. ()
- 14 Definiteness means that every step in the algorithm should be clear and accurate. ()
- 15  Computers and applications use algorithms to decorate the desktop. ()

Lesson

4

Programming: The Computer Language and Game Development

- » Can you imagine talking to a computer in its own language?
- » The computer language is called **coding**; It is like writing a very big recipe!

هل يمكنك أن تتخيل أنك تستطيع التحدث بلغة الكمبيوتر؟
لغة الكمبيوتر تُسمى البرمجة، وهي مثل كتابة وصفة طعام كبيرة جدًا!

Coding

It is the writing of **multiple algorithms** to make a complete program.

البرمجة: هي عبارة عن كتابة خوارزميات متعددة لإنشاء برنامج كامل.

Remember:

- » Algorithms are instructions and steps that tell the computer what to do, such as:

- 1 Solve a math problem.
- 2 Make a falafel sandwich.

تذكر: الخوارزميات هي التعليمات والخطوات التي تخبر الكمبيوتر ماذا يفعل، مثل خطوات حل مسألة رياضيات أو تحضير ساندويتش فلافل.

Coding and the World of Technology

1 Entertainment:

- » Online animations, movies, and online games are created and designed using coding.



الترفيه: يتم إنشاء وتصميم الرسوم المتحركة والأفلام وألعاب الفيديو باستخدام البرمجة.

2 Creativity:

- » You can create animations, movies, and video games using **coding**.



الإبداع: يمكنك إنشاء الرسوم المتحركة (الكرتون) والأفلام وألعاب الفيديو باستخدام البرمجة.

3 Smart Devices:

- » Computers and applications use **algorithms** to perform specific tasks.
- » Algorithms are the base of coding.



• **الأجهزة الذكية:** تستخدم أجهزة الكمبيوتر والتطبيقات الخوارزميات لأداء مهام محددة. الخوارزميات هي أساس البرمجة.

4 Code.org:

- » There are many websites that help you learn coding, such as **Code.org**.



• هناك العديد من المواقع التي تساعدك على تعلم البرمجة، مثل: **Code.org**.

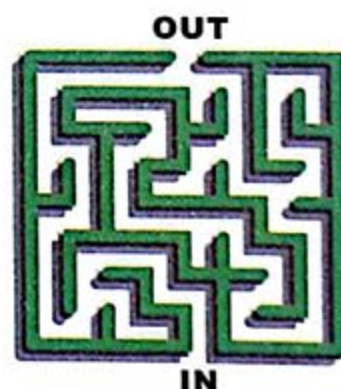
Computational Thinking and Problem Solving

- » Coding teaches you how to think **logically** to solve problems.
- » When you code, you give clear **instructions** to the computer.

• **التفكير البرمجي وحل المشكلات:** تعلّمك البرمجة كيف تفكر بطريقة منطقية لحل المشكلات. عندما تقوم بالبرمجة، فإنك تعطي تعليمات واضحة للكمبيوتر.

Solving a Maze

- » Think about the steps you can use to get through the maze.
- » The steps contain the number of **spaces** to take, and in which **direction**.
- » Follow the steps to get through the maze!
- » You can create mazes on **Code.org**.



» فكر في الخطوات التي يمكنك استخدامها لعبور المتاهة.

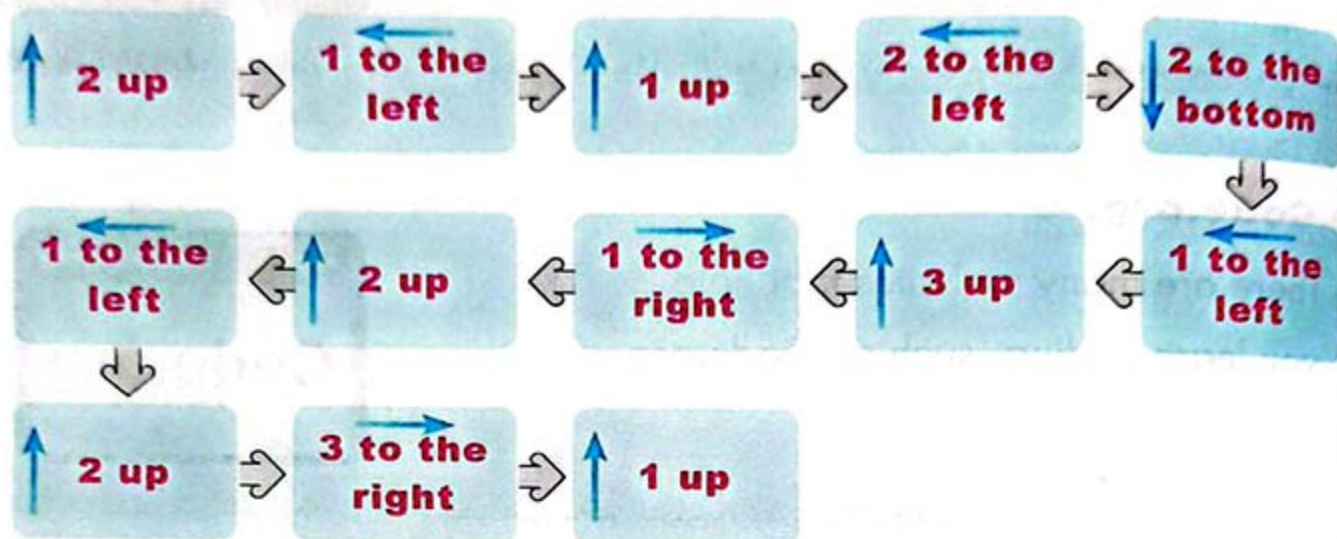
» تحتوي الخطوات على عدد المسافات التي يجب اتخاذها وفي أي اتجاه.

» اتبع الخطوات لتجاوز المتاهة.

» يمكنك إنشاء متاهات على **Code.org**.

Example :

- When solving a maze, coding instructions can be like: "Move two steps up," "Turn one step to the left," and so on.



مثال: عند حل متاهة، يمكن أن تكون تعليمات البرمجة مثل: «تحرك خطوتين إلى الأعلى»، «انعطف خطوة واحدة إلى اليسار»، وهكذا.

أهم الكلمات والمصطلحات

Recipe	وصفة طعام	Computational thinking	تفكير البرمجي
Instructions	تعليمات	Problem solving	حل المشكلات
Entertainment	ترفيه	Think logically	تفكير بطريقتك المنطقية
Animations	الرسوم المتحركة	A maze	متاهة
Creativity	الإبداع	Series of steps	سلسلة متسلسلة

Exercises on Lesson 4

Choose the correct answer:

-  The process of writing multiple algorithms to create a complete program is called
a. math b. coding
c. cleaning d. planning
-  are created using coding.
a. Animations b. Movies
c. Online games d. All of them
- Coding teaches you how to think to solve problems.
a. fast b. logically
c. randomly d. slowly
-  Coding helps us learn an important strategy to solve
a. random puzzles b. food recipes
c. problems d. unsolvable mazes
-  The instructions and steps that tell the computer what to do is called
a. helper programs b. computer language
c. algorithms d. secret code
- Which of the following is NOT an example of algorithms?
a. Solving a math problem
b. Making a falafel sandwich
c. Playing football
d. Following steps
- The computer language is called
a. maze b. animation
c. recipe d. coding

- 8  Which website can help you learn coding?
 - a. Facebook
 - b. Code.org
 - c. Google Maps
 - d. Microsoft Word
- 9  When solving a maze, coding requires thinking about
 - a. random paths
 - b. a series of steps to pass the maze
 - c. leaving without following steps
 - d. turning off the computer
- 10  What does the term "Coding" mean?
 - a. Reading
 - b. Handwriting
 - c. Programming
 - d. Painting
- 11  When computers use algorithms, they perform
 - a. any task
 - b. specific tasks
 - c. random actions
 - d. sleeping
- 12  You should give to the computer program to solve a maze.
 - a. your personal notes
 - b. pictures from the Internet
 - c. instructions on how to solve
 - d. food recipes
- 13 Coding is the writing of algorithm(s) to make a complete program.
 - a. a single
 - b. two
 - c. multiple
 - d. none of them
- 14  Coding is the computer language that allows us to
 - a. destroy games
 - b. create and design games and movies
 - c. stop devices from working
 - d. send emails only
- 15 Hamza wants to create a cartoon movie. He should learn
 - a. math
 - b. coding
 - c. browser
 - d. music

2 Put (✓) or (X):

- 1  Coding is writing multiple algorithms to create a complete program. ()
- 2 Algorithms are only used to solve math problems. ()
- 3  Movies and animations are not created using coding. ()
- 4 Mariam wants to learn how to code; she should visit the EKB website to practice. ()
- 5  Algorithms are the base of coding and are instructions given to a computer. ()
- 6 Coding helps you think randomly to solve problems. ()
- 7  You can create video games using coding. ()
- 8  Code.org is an example of websites that help you learn coding. ()
- 9 While solving a maze, giving the instruction "Turn one step to the left" is an example of a coding instruction. ()
- 10  Coding cannot be used to solve mazes or problems that need a series of steps. ()
- 11 You can create mazes on the Code.org website. ()
- 12  When you code, you give clear instructions to a computer program. ()
- 13  Coding does not help us think logically to solve problems. ()
- 14 A programmer is building a new application; he must use multiple algorithms to create a complete program. ()
- 15  Coding is a very difficult language and children cannot learn it. ()

Test Yourself

Lessons
3&4

1 Choose the correct answer:

- is one of the sites that helps learn programming.
a. Code.org b. EKB c. Google d. Wikipedia
- A/An is a series of steps that explain how to do a task.
(الإسكندرية - المنقره أول 2024)
a. algorithm b. solution c. gaming d. apps
- is considered computer language.
a. Maze b. animation c. recipe d. coding
- When a calculator shows you the "Result" of $(5 + 5 = 10)$, this "10" represents the:
a. Input b. Effectiveness
c. Output d. Clarity
- is multiple algorithms used to make a complete program.
a. Algorithm b. Coding c. Recipe d. Guess

2 Put (✓) or (X):

- Minecraft is a famous online game created using coding. ()
- You can create mazes on YouTube.com. ()
- You can't learn coding online. ()
- An algorithm must go on forever and never stop. ()
- Instructions in a maze are like instructions in computer programs. ()

3 Complete using the words between the brackets:

(coding – instructions – applicable – Code.org – algorithms)

- You can create animations, movies, and games using
- Coding is the writing of multiple to make a complete program.
- A recipe includes a set of to make a meal, which is a type of algorithm.
- "Effectiveness" means that every step in algorithm should be
- is a website that can help you learn coding.

- » Are you ready to become a programmer?
- » There are many applications that use **block-based coding** to teach programming to children.



هل أنت مستعد لتكون مبرمجاً؟ هناك العديد من التطبيقات التي تستخدم أسلوب البرمجة بالكتل (Block) لتعليم البرمجة للأطفال.

Some applications that use block-based coding

1 Scratch

2 Tynker

3 Blockly

1 Scratch

- » It is a learning environment that uses a programming language designed for your age (kids and beginners).
- » It helps turn ideas into stories and interactive games easily.



1 سكراتش: • بيئة تعليمية تستخدم لغة برمجة مصممة لتناسب الأطفال والمبتدئين.
• تساعد على تحويل الأفكار إلى قصص وألعاب تفاعلية بسهولة.

2 Tynker

- » It is a learning environment for kids to learn the basics of coding.
- » It provides a large collections of projects and lessons.
- » It uses a block-based coding interface like Scratch.
- » It also supports programming languages such as **Python** and **JavaScript**.
- » It uses **story-based** lessons, starting with block-based coding and then moving on to text-based languages like Python and JavaScript.



Website: <https://www.tynker.com>.

2 تينكر:

- بيئة تعليمية للأطفال لتعلم أساسيات البرمجة.
- تستخدم واجهة برمجة بالبلوكات مثل **Scratch**.
- كما تدعم لغات برمجة نصية مثل **Python** و **JavaScript**.
- تعتمد على دروس قائمة على القصص، تبدأ بالبرمجة بالبلوكات ثم تنتقل إلى لغات برمجة نصية مثل **Python** و **JavaScript**.

3 Blockly:

- » It is an open-source visual programming language.
- » It is a block-based interface like Scratch, allowing users to drag and drop blocks to solve puzzles and complete tasks.
- » It can also be integrated with other programming languages like Python and JavaScript.

Website: <https://blockly.games>.



2 بلوكلي:

- لغة برمجة بصرية مفتوحة المصدر.
- تتميز بواجهة تعتمد على الكتل مثل اسكراتش، حيث يمكن للمستخدمين سحب وإفلات الكتل لحل الألغاز وإكمال المهام.
- يمكن دمجها أيضًا مع لغات برمجة أخرى مثل: Python و JavaScript.

Exploring Scratch

- » Scratch uses blocks instead of writing complex code and text-based commands.
- » Blocks are Commands. Each colored block represents a specific command such as: Move, Say, Play Sound.
- » To create a complete program. You drag and drop the blocks and connect them together, just like stacking colored building blocks.
- » **Script**: It is a group of connected blocks that gives instructions to a Sprite.
- » **Sprite**: It is the character or object on the screen.



BLOCK
Command



STACKED BLOCKS
Script



SPRITE
(Character/Object)

« استكشاف برنامج سكراتش:

- يستخدم Scratch الكتل بدلاً من كتابة أكواد معقدة وأوامر نصية.
- الكتل هي أوامر، وكل كتلة ملونة تمثل أمرًا محددًا مثل: Move و Say و Play Sound.
- لإنشاء برنامج كامل، تقوم بسحب الكتل وإفلاتها وربطها معًا، تمامًا مثل ترتيب مكعبات البناء الملونة فوق بعضها.
- المقاطع البرمجية: مجموعة من الكتل المتصلة التي تعطي تعليمات للكائن.
- الكائن: الشخصية أو العنصر الذي يظهر على الشاشة وينفذ الأوامر.

How to Run Scratch

1 **Online:** Go to the official website of Scratch.

<https://scratch.mit.edu/projects/editor/?tutorial=getStarted>

2 **Download the Program:** You can download the application on your computer to work offline without the Internet.

« كيفية تشغيل سكراتش:

يمكنك البدء في استخدام سكراتش بسهولة:

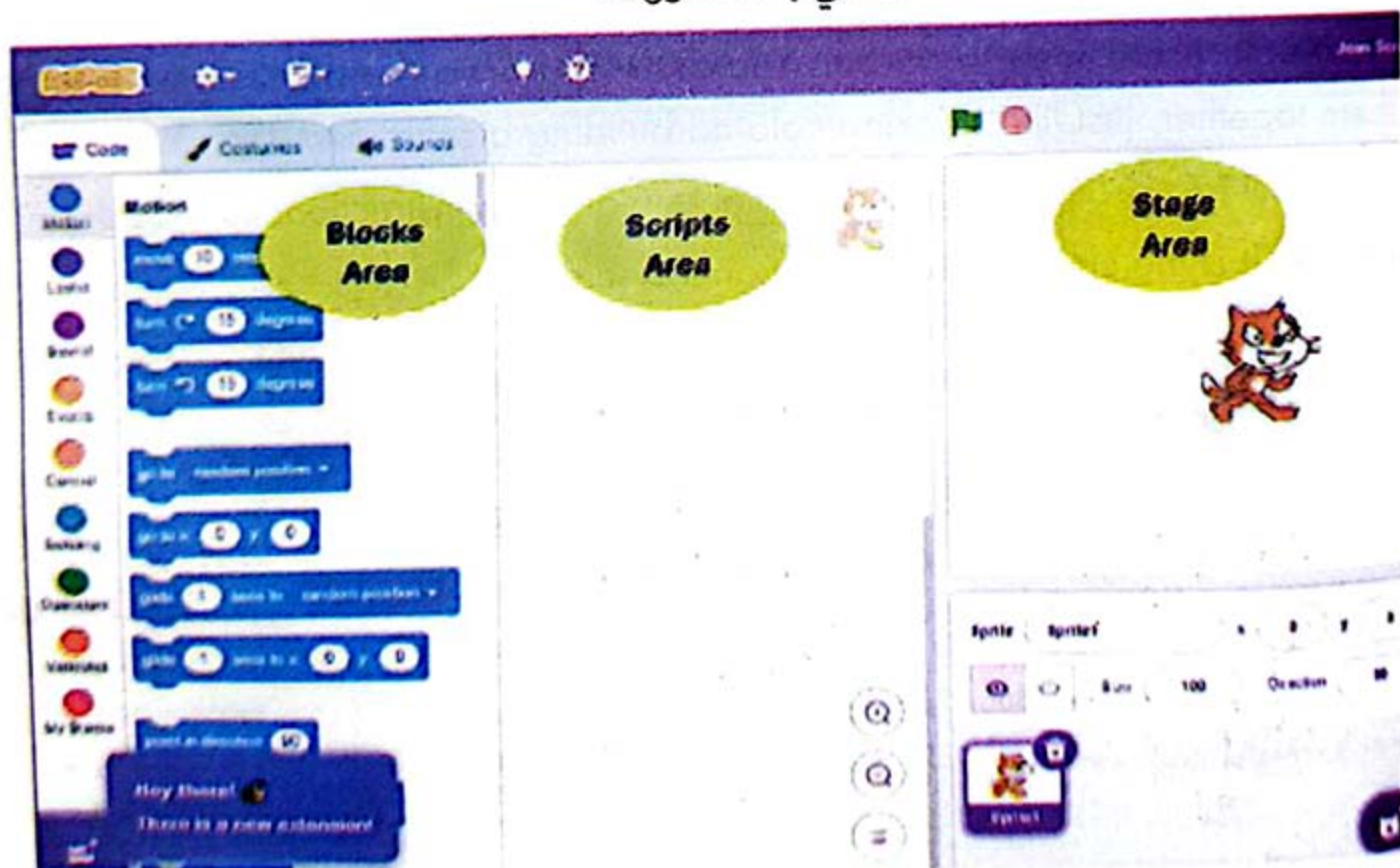
1 عبر الإنترنت: اذهب إلى الموقع الرسمي لسكراتش.

2 تحميل البرنامج: يمكنك تحميل التطبيق على جهاز الكمبيوتر الخاص بك للعمل بدون الحاجة إلى الإنترنت.

Scratch Main Screen

» When you open the program, the screen is divided into three main sections that help you build your project.

« الشاشة الرئيسية لسكراتش: عند فتح البرنامج، ستجد أن الشاشة مقسمة إلى ثلاثة أقسام رئيسية تساعدك في بناء مشروعك.



No.	Section Name	Function
1	Stage المنصة	- This is the display screen! - It's the place where your project appears. - Sprites move and interact here - هذه هي شاشة العرض. إنها المكان الذي يظهر فيه مشروعك، وفيه تتحرك الكائنات وتتفاعل.
2	Blocks Area منطقة اللبانات	- It is a library that contains all the colored commands (motion, looks, sound, etc.). - هذه هي المكتبة التي تحتوي على جميع الأوامر الملونة (مثل: الحركة، والمظهر، والصوت، وغيرها).
3	Scripts Area منطقة المقاطع البرمجية	- It is your workspace! - Here, you can drag blocks and assemble them to create commands. - هذه هي مساحة عملك! - هنا تقوم بسحب اللبانات وتجميعها لإنشاء الأوامر البرمجية.

The Default Sprite

» The first character you see in Scratch is the **Cat Sprite**.

» It is ready to follow your commands!

« الكائن الافتراضي:

• أول شخصية تراها في سكراتش هي كائن القط (**Cat Sprite**).

• إنه جاهز لتنفيذ أوامرك!



Practical Exercises

» Let's apply some basic commands to the Cat Sprite.

هيا نطبق بعض الأوامر الأساسية على كائن القط (Cat Sprite).

Target: Make the cat sprite move 100 steps when you click the green flag.

1. START



2. COMMAND



3. RUN



1 Start:

- » From the Events category (yellow):
- » Drag the block "When green flag clicked".



2 Creativity:

- » From the Motion category (blue):
- » Drag the block "Move 100 steps" under the start block.



3 Run:

- » Click the green flag and watch the cat move.



« الهدف: اجعل القط يتحرك ١٠٠ خطوة عند النقر على العلم الأخضر.

① البدء: من قسم الأحداث (الأصفر)، اسحب الكتلة «عند النقر على العلم الأخضر».

② الأمر: من قسم الحركة (الأزرق)، اسحب الكتلة «تحرك ١٠٠ خطوة» وضعها أسفل كتلة البدء.

③ التشغيل: انقر على العلم الأخضر وشاهد القط يتحرك.

Note:

» The function of the block "Next Costume" in Scratch is to change the Sprite's look to make it appear like it is walking (animation).

- وظيفة الكتلة "المظهر التالي" (Next Costume) في سكراتش هي تغيير مظهر الكائن ليبدو كأنه يتحرك (رسوم متحركة).

أهم الكلمات والمصطلحات

Block-based coding	البرمجة بالكتل	Stacking	تكديس
Learning environment	بيئة تعلم	Official website	الموقع الرسمي
Interactive games	ألعاب تفاعلية	Divided into	مقسمة إلى
Story-based lessons	دروس قائمة على القصص	Main sections	أقسام رئيسية
Drag and drop	السحب والإلقاء	Display screen	شاشة العرض
Puzzles	الغاز	Workspace	مساحة العمل
Integrated with	مدمجة مع	Assemble	يجمع
Instead	بدلاً من	Green flag	العلم الأخضر



Exercises on Lesson 5

1 Choose the correct answer:

- 1  Scratch uses instead of writing complex text codes.
 - a. complex codes
 - b. blocks
 - c. math formulas
 - d. drop-down menu
- 2 In Scratch, the characters or objects that perform actions on the screen are called
 - a. Sprites
 - b. Scripts
 - c. Stages
 - d. Blocks
- 3  On which part of the Scratch screen can you view the output of your project?
 - a. Scripts Area
 - b. Blocks Area
 - c. Stage Area
 - d. Sprite Library
- 4  What is the term for a group of connected blocks that give commands to a sprite?
 - a. Script
 - b. Block
 - c. Sprite
 - d. Command
- 5  What is the function of the block "Next Costume" in Scratch?
 - a. Move the sprite 10 steps.
 - b. Play the "meow" sound.
 - c. Change the sprite's look to make it appear like it is walking.
 - d. Show a text message.
- 6  Which block-based coding application also supports text-based languages like Python and JavaScript?
 - a. Scratch
 - b. Tynker
 - c. Daisy the Dinosaur
 - d. Blockly

- 7  In which category of blocks can you find the block "Move 10 Steps"?
- a. Events (yellow) b. Sound (pink)
c. Looks (purple) d. Motion (blue)
- 8  What is the default sprite that appears when opening Scratch?
- a. Soccer Ball b. Wizard
c. Cat Sprite d. Horse
- 9  Which blocks category contains the block "When Green Flag Clicked," which represents the start block?
- a. Looks b. Control
c. Sound d. Events
- 10  Which of the following is an open-source visual programming language and can be integrated with other languages like Python?
- a. Movie Maker b. Blockly
c. Daisy the Dinosaur d. Paint
- 11 You can run the Scratch program
- a. by downloading it b. online via a website
c. only on mobile phones d. both a and b

2 Put (✓) or (X):

- 1  Scratch uses text-based coding like Python. ()
- 2  Blocks in Scratch help students code without writing text commands. ()
- 3  Sprites in Scratch can move, talk, and make sounds. ()
- 4 If you want a sprite to move 100 steps, they should use a yellow block from the Events category. ()
- 5 Scripts are a group of connected blocks that give instructions to the Sprite. ()
- 6  You cannot change a sprite's look in Scratch. ()

- 7  The block "Wait 1 second" is in the Motion category. ()
- 8  The Blocks Area contains all the available commands. ()
- 9  The Stage is the area where you build the programming blocks. ()
- 10  You can run a Scratch project by clicking the green flag. ()
- 11  You cannot add new sounds in Scratch. ()
- 12  Scratch is suitable for teaching programming to children. ()
- 13 Tynker uses story-based lessons to teach coding. ()
- 14 Blockly allows users to drag and drop blocks to solve puzzles and complete tasks.

3 Complete using the words between the brackets:

(Script – Motion – Next Costume – Sprite – Scratch –
Green Flag – Stage – Blocks)

- 1 is a learning environment designed for kids and beginners to turn ideas into interactive games.
- 2 In Scratch, the character or object that performs actions on the screen is called a
- 3 The is the display screen where your project appears and the Sprites move.
- 4 Scratch uses colored instead of writing complex text-based code.
- 5 A is a group of connected blocks that gives instructions to a sprite.
- 6 To make a sprite look like it is walking, you should use the block.
- 7 To run a program in Scratch, you usually click the
- 8 The "Move 20 steps" block is found in the category.

- » Do you like drawing and coloring?
- » In the world of technology, we can do this using computer programs.
- » This is called **Graphic Art**.

هل تحب الرسم والتلوين؟

في عالم التكنولوجيا، يمكننا القيام بذلك باستخدام برامج الكمبيوتر. هذا ما يُسمى فن الجرافيك.



Graphic Art

It is creating and editing of digital pictures and drawings.

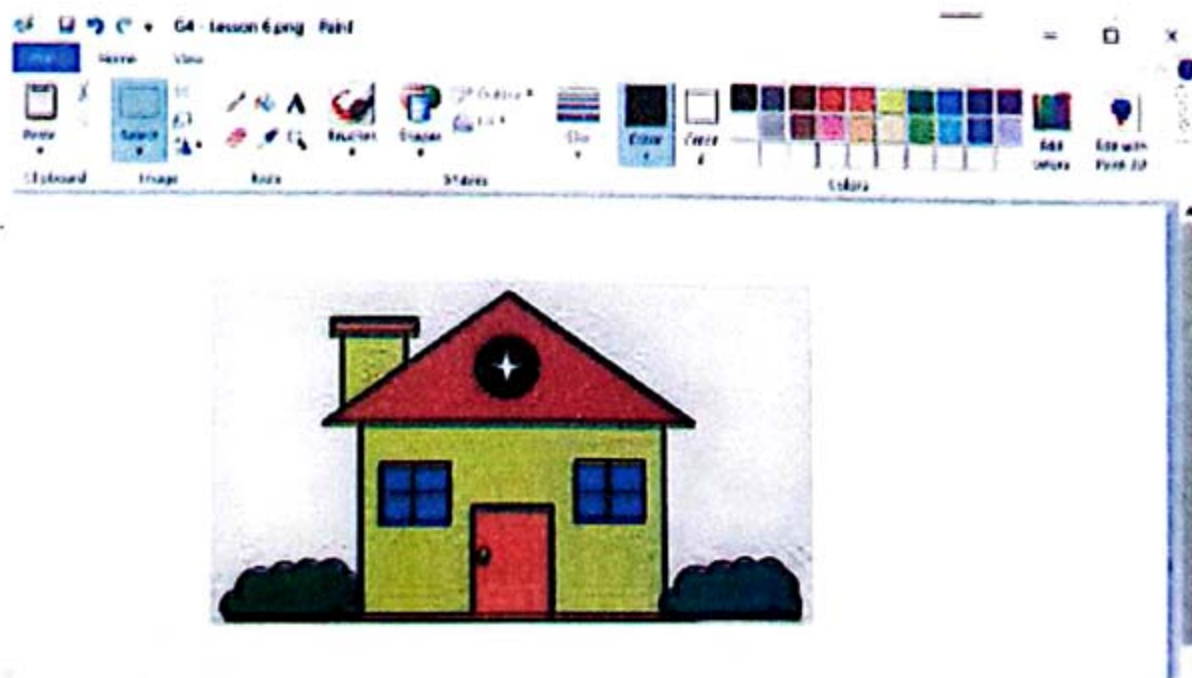
فن الجرافيك هو ابتكار وتعديل الصور والرسوم الرقمية.

Graphic Art Tools

- » To make your own drawings or edit pictures, you can use some popular programs such as:

1 Microsoft Paint

- » It is a popular graphics editor that will help you create your own drawings or edit images.



To Open the File

» Click Start-up menu → Accessories

» Find Paint and click on it.

» When you open Paint, you will see:

① Menu Bar

② Toolbox: It contains all the tools you need to draw and color.



Lesson 6

« عند فتح برنامج الرسم، ستجد:

① شريط القوائم.

② مربع الأدوات الذي يحتوي على جميع الأدوات التي تحتاجها للرسم والتلوين.

Some Tools of the Toolbox

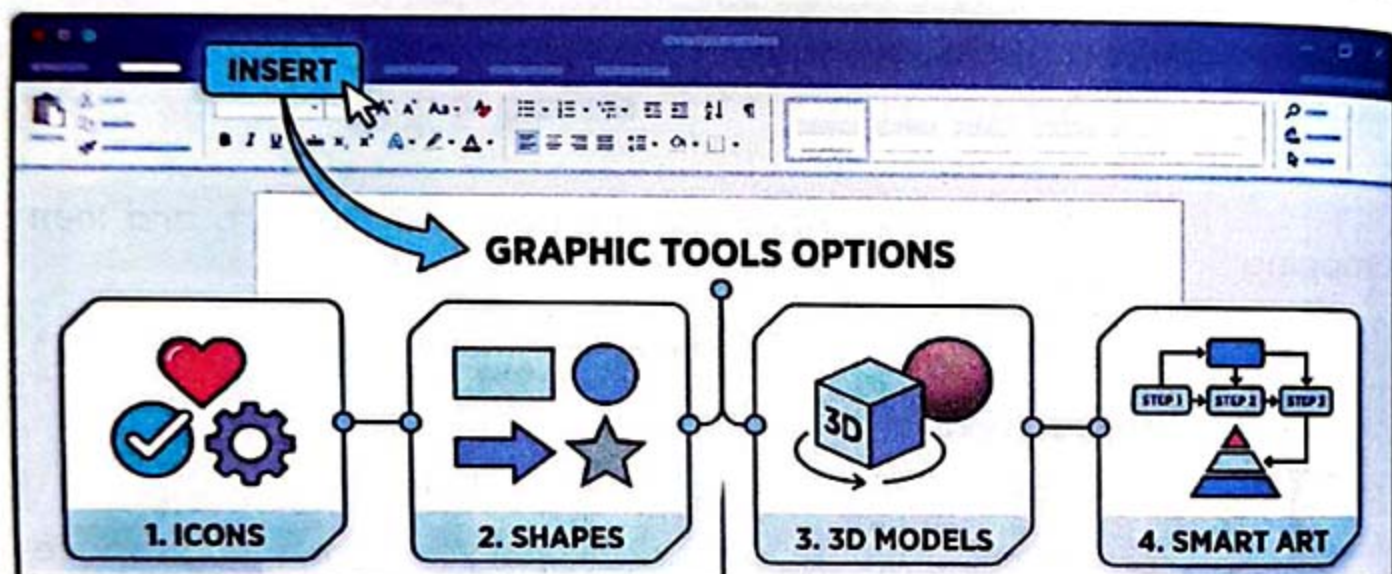
Cropping القص	- It means <u>selecting</u> a specific part of the picture and then <u>removing</u> the rest. - القص يعني اختيار الجزء الذي تريده من الصورة ثم حذف باقي الأجزاء.
T Adding Text	To add text: - Click on the <u>bottom-right</u> corner of the photo. - Drag your mouse to the right until you have enough space to write your text. إضافة نص: - انقر على الزاوية السفلية اليمنى من الصورة. - اسحب مؤشر الفأرة إلى اليمين حتى تتكوّن مساحة بيضاء كافية لكتابة النص.
 Change Colors and Size	- You can <u>fill colors</u> using the color options in paint. - You can also change the <u>size</u> of the picture or its <u>direction</u>. - يمكنك تعبئة الألوان باستخدام خيارات الألوان في البرنامج. - كما يمكنك تغيير حجم الصورة أو اتجاهها.

2 Microsoft Word

- » Microsoft Word also offers graphic tools to create graphics.
- » Click on the **Insert** menu bar to see the different options, such as:
- 1 Icons
 - 2 Shapes
 - 3 3D Models
 - 4 SmartArt

يوفر برنامج Microsoft Word أيضًا أدوات جرافيك لإنشاء الرسوم.

انقر على شريط قائمة إدراج (Insert) لعرض الخيارات المتاحة، مثل: الأيقونات، الأشكال، النماذج ثلاثية الأبعاد، الرسوم التخطيطية.



أهم الكلمات والمصطلحات

Graphic Art	فن الجرافيك	Fill colors	تعبئة الألوان
Microsoft Paint	برنامج الرسم	Drag	اسحب
Accessories	الملحقات	Insert	إدراج
Icon	أيقونة	Edit picture	تعديل الصورة
Menu bar	شريط المهام	3D models	ثلاثية الأبعاد
Toolbox	مربع الأدوات	SmartArt	الرسوم التخطيطية



Exercises on Lesson

6

1 Choose the correct answer:

- 1 Creating and editing digital pictures and drawings is called
a. Word Processing
b. networking
c. programming
d. graphic art
- 2 To open the Paint program, you should click the Start-up menu, then
a. Microsoft Word
b. SmartArt
c. Accessories
d. Icons
- 3 Ahmed wants to keep only a specific part of a photo and delete the rest. He should use the feature in Paint.
a. cropping
b. 3D models
c. adding text
d. shapes
- 4 In Microsoft Paint, the contains all the tools you need to draw and color.
a. Menu Bar
b. Toolbox
c. Start-up menu
d. Status Bar
- 5 Yara wants to add her name on a drawing; she should first click on the of the photo.
a. top-left corner
b. center
c. top-right corner
d. bottom-right corner
- 6  is a popular program used to edit pictures and drawings.
a. Publisher
b. Microsoft Paint
c. Google Chrome
d. Excel

- 7  means selecting specific parts of a picture and deleting the rest.
 - a. Coloring
 - b. Cropping
 - c. Inserting
 - d. Erasing
- 8 All of the following are graphic tools found in the Microsoft Word "Insert" menu, EXCEPT
 - a. 3D Models
 - b. SmartArt
 - c. Accessories
 - d. Icons
- 9  Where can you find graphic tools like shapes and icons in Word?
 - a. In the Menu Bar
 - b. In the Start Menu
 - c. In the File tab
 - d. In the Insert Menu Bar
- 10  When you open Paint, where can you find the available editing tools?
 - a. Menu Bar
 - b. Toolbox
 - c. Settings
 - d. Both a and b
- 11  To add text in Paint, you should drag the
 - a. close button
 - b. mouse pointer to the right
 - c. Menu Bar
 - d. whole picture
- 12  Paint program is one of the
 - a. internet browsers
 - b. video games
 - c. Accessories in the Start menu
 - d. search engines
- 13  Word can help design graphic elements like
 - a. emails
 - b. map databases
 - c. shapes and charts
 - d. video calls
- 14  What can you change in a picture using Paint?
 - a. The whole picture theme
 - b. The size or direction
 - c. The computer settings
 - d. The designer's name

- 15  To open Paint, you search for it in the
- a. Tools
 - b. Start-up menu
 - c. Files
 - d. Presentations
- 16  Graphic art is a field that focuses on
- a. writing long texts
 - b. creating and editing digital pictures and drawings
 - c. sending emails
 - d. solving math problems

Put (✓) or (✗):

- 1  Paint is used to create drawings and edit pictures. ()
- 2  The process of selecting certain parts of a picture and removing the rest is called cropping. ()
- 3  Word cannot be used to add graphic elements like shapes. ()
- 4  To add text to a picture in Paint, you must create a free white space to write the text. ()
- 5  Popular programs for editing pictures and drawings exist only on mobile phones. ()
- 6  You can change the size or direction of a picture using Paint. ()
- 7 Icons and 3D Models are found under the "Design" menu in Microsoft Word. ()
- 8  You can access graphic design tools in Word from the Insert tab. ()
- 9  When you open Paint, you will find the available tools in the Menu Bar and Toolbox. ()
- 10  Algorithms are the main tools in Paint. ()
- 11  You cannot fill colors using the color options in Paint. ()

Test Yourself

Lessons
5&6

1 Choose the correct answer:

- is one of the popular graphics editors. (2023 بور سعيد)
a. Word b. PowerPoint c. Paint d. Excel
- In Scratch, the objects that perform actions on the screen are called
a. Sprites b. Scripts c. Stages d. Blocks
- To select part of a picture and remove the rest, use the tool.
a. Paint b. Cropping c. Sprite d. Font
- The area is a library that contains all the colored commands in scratch.
a. Blocks b. Scripts c. Stage d. Sprite
- The area is the display screen where your project appears.
a. Blocks b. Scripts c. Stage d. Sprite

2 Put (✓) or (X):

- MS Paint is a program used for editing pictures. (القاهرة - عين شمس 2023) ()
-  You can run a Scratch project by clicking the green flag. ()
- In Paint, you cannot add text to an image. ()
- MS Word doesn't have any graphic tools. (أبو حمص 2024) ()
-  Scratch uses text-based coding like Python. ()

3 Complete the following using the words between the brackets:

(Tynker – Paint – blocks – workspace – Toolbox)

- In Paint, the includes tools to make your drawings.
- is a program used to edit images on computers.
-  Scratch uses instead of writing complex text codes.
-  is a block-based coding application.
- Scripts Area is your

Lesson 1

» Steps to Solve a Problem:

① Construct a Hypothesis:

Hypothesis: It is an educated guess about how the problem happened.

② Test the hypothesis:

Do not try any test that may damage your device.

③ Learning from Mistakes:

If the test does not work, learn from mistakes to make a better hypothesis next time.

» Breaking Down Problems:

If the problem is complicated, break down the problem into small sections.

Then, solve each part step by step.

Note: If you are working in a group, give each person one small part to solve.

Lesson 2

» Microsoft 365's bundle includes:

① **PowerPoint:** It is used to create attractive slides (presentations).

② **Word:** It is used for writing text and simple posters.

③ **Publisher:** It is a professional program used to design posters and flyers.

Note: Your device must be **updated** to download and run the programs.

»» Digital Concepts to Consider:

- ① **Margin:** It is the empty space around the edge of a poster or billboard.
 - Don't crowd the edges.
 - Keep a fixed margin of 2.5 cm.
- ② **Font Type and Size:** Choose a font size that is easy to read.
 - Simple fonts are better than complicated fonts.
- ③ **Colors:** It's preferable not to add more than **three** colors.
 - Choose color combinations that match.
 - Take into consideration the color of the background when choosing the font color.
- ④ **Images:** Use images that match your content.
 - Use clear, high-quality, and appropriate images.

Lesson 3

»» **Algorithm:** It is a set of clear instructions and a series of organized steps to solve a particular problem or do a specific task (such as: Add Two Numbers).

»» Main Properties of a Good Algorithm:

- **Definiteness:** Every step should be clear and not confusing.
- **Input:** It should accept zero or more inputs.
- **Output:** It should produce at least one output (the solution).
- **Finiteness:** The algorithm should stop after a limited number of steps.
- **Effectiveness:** Every step should be able and simple to perform.

»» Algorithms and Search Engines:

- Every time you type keywords, the search engine uses algorithms to provide the most relevant results.
- If you use a search engine to find directions to a place, the engine will use the database of names and information from digital maps to give you the results.

Lesson 4

» **Coding:** It is the writing of multiple algorithms to make a complete program.

- Algorithms are the base of coding.
- Online animations, movies, and video games are created using **coding**.
- Computers and applications use **algorithms** to perform specific tasks.
- Algorithms are the base of coding.
- You can learn coding and create mazes through websites like **Code.org**.
- Coding teaches you how to think logically to solve problems.
- When you code, you give clear instructions to the computer.

Lesson 5

- There are many applications that use **block-based coding**.

Scratch	• It is a learning environment that uses a programming language to teach coding for kids and beginners. • It is a block-based interface.
Tynker	• It is a learning environment for kids to learn coding. • It is a block-based interface. • It supports coding languages like Python and JavaScript.
Blockly	• It is an open-source visual programming language. • It is a block-based interface. • It can be integrated with Python and JavaScript.

» **Exploring Scratch:**

- Scratch uses **blocks** instead of complex codes, where Blocks are Commands.

» **Script:** It is a group of connected blocks that gives instructions to a **Sprite**.

- » **Sprite:** It is the character or object on the screen (the Cat Sprite is the default).
- » **Stage Area:** It is the display screen; It's the place where your project appears.
- » **Blocks Area:** It is a library that contains all the colored commands.
- » **Scripts Area:** It is your workspace; you can drag blocks and assemble them to create commands.
- » **Next Costume:** It is a block used to change the sprite's look to make it appear like it is walking (animation).
- » **Events category (yellow)** —————> When green flag clicked
- » **From the motion category (blue):** —————> Move 100 steps
- » **Run:** Click the green flag to watch the cat move.

Lesson 6

- » **Graphic Art:** It is the creating and editing of digital pictures and drawings.
- » **Microsoft Paint:**

It is a popular program to create drawings or edit pictures.

You can open Paint from the Start menu >>>> Accessories.

Using the Menu Bar and Toolbox in Paint, you can use tools for:

- ① **Cropping:** Choose the part of the picture you want and remove the rest.
- ② **Adding Text:** Click on the bottom right corner of the photo.
Drag your mouse to the right to have enough white space to write.
- ③ **Changing Colors and Size:** Fill colors using color options.
Change the size of the picture or its direction.

- » **Microsoft Word:** It offers graphic tools such as Shapes, Icons, 3D Models, and SmartArt.

- » **How to find tools:** Go to the Insert tab in the Menu Bar.

Model Exam

1

Put (✓) or (X):

- 1 A hypothesis is an educated guess about how things work ()
 - 2 You must be sure that your computer is updated to install Microsoft office 365 ()
 - 3 Computers and applications do not need algorithms to work ()
 - 4 Paint program is one of the famous programs used in editing images. ()
 - 5 A recipe is a type of algorithm. ()
 - 6 To solve a big problem you can solve the small parts of it step by step. ()
 - 7 Any big problem should be left without a solution. ()
 - 8 Search engines use digital map databases to provide directions. ()
- (القاهرة - النزهة 2023)

2 Choose the correct answer:

- 1 is a visual programming language used to create games and stories.
- a. Python
b. Scratch
c. HTML
d. Java
- 2 is the empty space around the edges of the poster.
- a. Contrast
b. Color
c. Margin
d. Font type

- 3 is an open-source visual programming language that can be integrated with other languages like Python.
a. Movie Maker b. Blockly c. Publisher d. Paint
- 4 Make sure to choose a font size that is when designing a poster.
a. very small b. readable c. very large d. tiny
- 5  What is the term for a group of connected blocks that give commands to a sprite?
a. Script b. Block c. Sprite d. Command
- 6 An algorithm should produce at least one, which is the solution.
a. input b. keyword c. output d. step
- 7 A set of step-by-step instructions to accomplish a task is called a/an
a. algorithm b. sprite c. margin d. font

Model Exam

2

1 Put (✓) or (x):

- 1 You must break down the problem into small sections to solve them in steps. ()
- 2 Be sure to choose a font size to your poster or billboard that is hard to read. ()
- 3 Coding is used in animation, movies, and online games you have played. ()
- 4 Microsoft Excel is used to create presentations that include text and special effects. ()
- 5  An algorithm is a set of random instructions. ()
- 6 You should not test a hypothesis that might be dangerous. ()
- 7 Scratch is a visual programming language for beginners. ()
- 8 A sprite is the area where you write codes in Scratch. ()

Model Exam

3

1 Put (✓) or (X):

- 1 A margin is the space left around the edges of your poster or billboard. ()
- 2 Coding is the writing of multiple algorithms to make a complete program. ()
- 3 Microsoft Paint allows you to design an image and save it. ()
- 4 You cannot add new sounds in Scratch. ()
- 5 Algorithms are used in our daily life, like cooking or cleaning. ()
- 6 Microsoft Publisher is used only for writing simple text. ()
- 7 In Scratch, you drag and drop blocks to create codes. ()
- 8 Simple fonts are better for posters than decorative ones. ()

2 Choose the correct answer:

- 1 When choosing colors, you should consider the color of
 a. your computer b. only the font
 c. your background d. the mouse
- 2 is/are used to create attractive slides easily and quickly.
 a. Microsoft PowerPoint b. Microsoft Word
 c. Microsoft 365 d. All of them
- 3 To start a sequence of codes in Scratch, when the flag is clicked, choose blocks first.
 a. Motion b. Events c. Control d. Operators
- 4 Graphic art focuses on
 a. writing
 b. creating and editing digital images
 c. math d. hardware

2 Choose the correct answer:

- 1 In general, when choosing a font in designing a poster, it should reflect
a. complexity
b. ambiguity
c. simplicity
d. excessive details
- 2 is a group of connected blocks that give commands to a sprite.
a. Sprite
b. Block
c. Script
d. Command
- 3 When building a hypothesis, you are making a
a. guess
b. fact
c. final result
d. mistake
- 4  Computers and applications use algorithms to
a. perform specific tasks
b. decorate the room
c. cook food
d. send spam messages
- 5  What does the term "Coding" mean?
a. Reading
b. Handwriting
c. Programming
d. Painting
- 6  Scratch uses instead of writing complex text codes.
a. complex codes
b. Blocks
c. math formulas
d. drop-down menus
- 7 You should always learn from your when solving problems.
a. friends
b. mistakes
c. games
d. social media

- 4  When you have a big task, how do you make it easier?
 - a. Leave it as it is.
 - b. Break it into smaller tasks.
 - c. Ask someone else to solve it completely.
 - d. Get distracted.
- 5 To make a Sprite turn right, you use a Block from the _____ section.
 - a. Motion
 - b. Looks
 - c. Events
 - d. Sound
- 6 A "Sprite" is most commonly used with the _____ program.
 - a. Word
 - b. Scratch
 - c. Excel
 - d. Paint
- 7 When your hypothesis test fails, this means your hypothesis was _____.
 - a. correct
 - b. successful
 - c. incorrect
 - d. perfect

Final Exams



1 محافظة القاهرة - إدارة الزيتون التعليمية 2025

1 Put (✓) or (X):

- 1 You can book to visit many historical and cultural sites through the Internet. ()
- 2 Online learning environments, like Edmodo, allow teachers and students to communicate. ()
- 3 You must commit piracy with the protected content, share it, and sell it to others. ()
- 4 Word program verifies that the words you type is correct. ()
- 5 Coding is the writing of multiple algorithms to make a complete program. ()
- 6 Images should be suitable in terms of the content you are sharing. ()
- 7 You must choose an appropriate font size for your poster to be easy to read. ()
- 8 To join a conversation, you must click on the link provided and wait for the one who started the meeting to give you access. ()
- 9 The information used in digital researches must be reliable. ()
- 10 The digital search can include sources like audio, video, and image. ()

2 Choose the correct answer:

- 1 All of the following are considered safe uses of technology, except
 - a. booking train tickets
 - b. paying bills through the Internet
 - c. the Egyptian Knowledge Bank (EKB)
 - d. sharing your personal information through social media
- 2 The responsibilities of digital citizenship include
 - a. never committing piracy with the safe content or sharing it
 - b. using the Internet whenever you need
 - c. sharing information while respecting intellectual property rights
 - d. engaging with others online

- 3 An outline should include
- an introduction that introduces the topic of the report
 - unsupported information
 - unrelated ideas
 - unrelated researches
- 4 To facilitate solving a big problem,
- break down the problem into smaller sections
 - don't solve it
 - don't assign the roles to the team group
 - assign one solution
- 5 The Program is used to create presentations that include text and special effects.
- PowerPoint
 - Word
 - Facebook
 - Twitter

2 محافظة القاهرة - إدارة القاهرة الجديدة 2025

1 Put (✓) or (x):

- The toolbox includes all the tools that you will need to make your drawing. ()
- You cannot book tickets for trains, buses and planes through the Internet. ()
- Using technology in a positive way helps people become good digital citizens. ()
- You must commit piracy with the protected content, share it, and sell it to others. ()
- The digital search can include sources like audio, video, and image. ()
- A hypothesis is an educated guess about how things work. ()
- Images should be suitable in terms of the content you are sharing. ()
- You must be sure that your computer is updated to download Microsoft Office's 365 bundle. ()

- 1 The Program is used to create presentations that include text and special effects.
 - a. PowerPoint
 - b. Word
 - c. Facebook
 - d. Twitter
- 2 The Program can determine if the text is written correctly or not.
 - a. Word
 - b. Photoshop
 - c. Excel
 - d. Flash
- 3 is Egypt's premiere online library of resources which includes a variety of subjects.
 - a. Egyptian Knowledge Bank (EKB)
 - b. National Geographic Kids
 - c. Vlaby
 - d. Edmodo
- 4 An outline should include
 - a. an introduction that introduces the topic of the report
 - b. unsupported information
 - c. unrelated ideas
 - d. unrelated researches
- 5 Sources through social media platforms are
 - a. reliable sources
 - b. unreliable sources
 - c. safe sources
 - d. important resources
- 6 You must encourage students to use technology in a/an way.
 - a. few
 - b. safe and easy
 - c. bad
 - d. annoying
- 7 is a virtual labs platform that enables students and teachers to do lab experiments in an interactive environment.
 - a. Egyptian Knowledge Bank (EKB)
 - b. National Geographic Kids
 - c. Vlaby
 - d. Edmodo

3 محافظة القاهرة - إدارة عين شمس التعليمية

1 Put (✓) or (x):

- 1 The Egyptian Knowledge Bank (EKB) is one of the learning materials. ()
- 2 To solve a big problem, you can solve small parts of it. ()
- 3 You can't pay electricity bills through apps on the Internet. ()
- 4 You must commit piracy and share the content with others. ()
- 5 A hypothesis is an educated guess about how things work. ()
- 6 If your camera is on, anyone who is in the call will be able to see you. ()
- 7 Computers and applications need algorithms to work. ()

2 Choose the correct answer:

- 1 You must protect yourself from
a. books b. balloons c. piracy d. rulers
- 2 is a program used to design presentations.
a. Excel b. Facebook c. PowerPoint d. Word
- 3 allows you to design an image and save it.
a. YouTube b. Paint c. Audio d. Twitter
- 4, like people, speak different languages.
a. Computers b. Cars c. Rocks d. Pens
- 5 When creating a poster, be sure to choose a font size.
a. too big b. tiny c. suitable d. small
- 6 is a formal way to communicate.
a. WhatsApp b. Email c. Algorithm d. Video chat
- 7 The sources contain information written by experts.
a. unreliable b. untrusted c. hard d. reliable
- 8 is a record of what you do online.
a. Blocking b. Setting c. Digital footprint d. Chat room

1 Choose the correct answer:

- 1 Students must be encouraged to use technology in a/an way.

a. few b. safe and easy

c. bad d. annoying
- 2 One of your is that you must never commit piracy with the safe contents or share them.

a. footprints b. rights c. responsibilities d. digital prints
- 3 The Program is one of the most famous programs in editing images.

a. Paint b. Word c. Facebook d. Twitter
- 4 is a virtual labs that enables students and teachers to do experiments.

a. EKB b. National Geographic Kids

c. Vlaby d. Edmodo
- 5 Sources through social media platforms are sources.

a. reliable b. unreliable

c. safe d. important
- 6 The Program can recognize if the words are typed correctly or not.

a. Word b. Photoshop c. Excel d. Flash
- 7 When creating a poster or billboard, be sure to choose a font size.

a. small b. complicated

c. too big d. suitable

2 Put (✓) or (X):

- 1 The Egyptian Knowledge Bank (EKB) is one of the learning materials via the Internet. ()
- 2 The digital search can include sources like audio, video, and image. ()
- 3 A margin is the space left around the edges of your poster or billboard. ()
- 4 If your camera is off, anyone who is in the call will be able to see you. ()
- 5 You must break down the problem into small sections to solve them in steps. ()
- 6 Coding is the writing of multiple algorithms to make a complete program. ()
- 7 Microsoft PowerPoint allows you to insert a new slide to your presentation. ()
- 8 Digital footprint is a record of what you do online. ()

5 محافظة القاهرة - إدارة شرق مدينة نصر التعليمية

1 Put (✓) or (X):

- 1 Choosing a complicated font size in the poster makes it easy to read. ()
- 2 Paint Program is one of the most famous programs used in editing images. ()
- 3 Nowadays, there is a wealth of information by using the EKB website. ()
- 4 You must credit the resources when sharing an entertainment online. ()
- 5 You can book tickets to visit many historical and cultural sites through the Internet. ()
- 6 The person in charge of the call can mute other people's microphones. ()
- 7 Digital footprint is a record of what you do online. ()
- 8 Egyptian Knowledge Bank is considered one of the online learning environments. ()

- 9 A margin is the space left around the edges of your poster or billboard. ()
- 10 Online learning environments like Edmodo doesn't allow teachers and students to communicate. ()

2

Choose the correct answer:

- 1 An outline should include
a. an introduction that introduces the topic of the report
b. unsupported information
c. unrelated ideas
d. unrelated researches
- 2 The Program can recognize if the words are typed correctly or not.
a. Word
b. Photoshop
c. Excel
d. Flash
- 3 One of the rights of a digital citizen is that you should
a. not copy your digital footprint or share it with others
b. show positive behavior in your communication online
c. be sure to evaluate what you're viewing
d. be sure that the material you see is safe
- 4 Students must be encouraged to use technology in a/an way.
a. few
b. safe and easy
c. bad
d. annoying
- 5 Sources through social media platforms are
a. reliable sources
b. unreliable sources
c. safe resources
d. important resources
- 6 You can type multiple algorithms to create a complete program by
a. programming b. screen c. keyboard d. mouse
- 7 To facilitate solving a big problem,
a. break it down into smaller sections
b. don't solve it
c. don't assign the roles to the team group
d. assign one solution

- 8 When creating a poster or billboard, be sure to
- a. choose a small font size b. choose a complicated font size
c. choose a too big font size d. choose a suitable font size and type
- 9 The Program is one of the most famous programs in editing images.
- a. Paint b. Word c. Facebook d. Twitter
- 10 is a virtual labs platform that enables students and teachers to do lab experiments in an interactive environment.
- a. Egyptian Knowledge Bank (EKB)
b. National Geographic Kids
c. Vlaby d. Edmodo

6 محافظة القاهرة - إدارة المعادي التعليمية 2025

1 Put (✓) or (X):

- 1 The digital search can include sources like audio, video, and image. ()
- 2 Word processing program verify that the words you type is correct. ()
- 3 A hypothesis is an educated guess about how things work. ()
- 4 Digital footprint is a record of what you do online. ()
- 5 Nowadays, there is a wealth of information by using EKB website. ()
- 6 You must commit piracy and share the content with others. ()
- 7 Online learning environments like Edmodo don't allow teachers and students to communicate. ()
- 8 Choice a complicated font size in the poster makes it easy to read. ()

2 Choose the correct answer:

- 1 is Egypt's premiere online library of resources, which includes a variety of subjects.
- a. Vlaby b. Egyptian Knowledge Bank (EKB)
c. National Geographic Kids d. Edmodo
- 2 You must encourage students to use technology in a/an way.
- a. few b. safe and easy
c. bad d. annoying

- 3 To facilitate solving a big problem,
 - a. don't solve it
 - b. break it down into smaller sections
 - c. assign one solution
 - d. don't assign the roles to the team group
- 4 The Program is one of the most famous programs in editing images.
 - a. Paint
 - b. Word
 - c. Facebook
 - d. Twitter
- 5 The Program can determine if the text is written correctly or not.
 - a. Word
 - b. Photoshop
 - c. Excel
 - d. Flash
- 6 The Program is used to create presentations that include text and special effects.
 - a. PowerPoint
 - b. Word
 - c. Facebook
 - d. Twitter
- 7 To use images in the billboard, they must be
 - a. appropriate images
 - b. unclear images
 - c. very small images
 - d. bad quality images

7 محافظة الجيزة - إدارة الشيخ زايد التعليمية 2025

1 Put (✓) or (X):

- 1 You can view the presentation by clicking the F3 key from the keyboard. ()
- 2 The information used in digital research must be reliable. ()
- 3 If your camera is on, anyone who is in the call will be able to see. ()
- 4 You must assign each person in the group a section of the problem to solve it. ()
- 5 The first step in problem solving is hypothesis testing. ()

2 Choose the correct answer:

- 1 (Tool - Footprint - Work) is a record of what you do online.
- 2 (Vlaby - Edmodo - Mapmaker Interactive) provides online world mapping tools for students and teachers.

- 3 It is better not to use more than (3 - 1 - 5) colors in the poster.
- 4 We can use (Excel - Paint - PowerPoint) to create presentations.
- 5 (Amazon - EKB - Facebook) allows Egyptian citizens to access learning material.

3 Choose the odd word:

- 1 Facebook - Wiki - Articles
- 2 Video chat - Chat room - Margin
- 3 Hypothesis - Word - Excel
- 4 Vlaby - EKB - Slide
- 5 Colors - Font size & type - Algorithm

8 محافظة الجيزة - إدارة 6 أكتوبر التعليمية 2025

1 Put (✓) or (X):

- 1 The toolbox includes all the tools that you will need to make your drawing. ()
- 2 A margin is the space left around the edges of your poster or billboard. ()
- 3 Coding is used in animations, movies, and online games you have played. ()
- 4 Computers and applications need algorithms to work. ()
- 5 You cannot book tickets to visit many historical and cultural sites through the Internet. ()
- 6 Protecting yourself from piracy isn't considered important. ()
- 7 The person in charge of the call can mute other people's microphones. ()
- 8 A hypothesis is an educated guess about how things work. ()

2 Choose the correct answer:

- 1 Digital is the ability to use digital technology ethically and responsibly.

a. citizenship

b. footprint

c. piracy

d. privacy

- 2 To join a conversation, you must click on the provided to you.
a. page b. link c. send d. book
- 3 is a formal way to communicate.
a. Instant messaging b. Video chat c. Email d. Booking
- 4 You must big problems into small sections to solve them.
a. ignore b. break down c. avoid d. leave
- 5 You must choose a font size when making a poster or billboard.
a. small b. difficult c. big d. suitable
- 6 The Program is one of the famous programs in editing images.
a. Paint b. Word c. Facebook d. Twitter
- 7 The Program is used to create presentations that include text and special effects.
a. PowerPoint b. Word c. Facebook d. Twitter
- 8 You can type multiple algorithms to create a complete program by
a. programming b. screen c. keyboard d. mouse

3 Complete the following using the words between the brackets:

(positive - Edmodo - slide - EKB - reliable - Algorithm - chat room - first)

- 1 Choosing your topic is the step of conducting a digital search.
- 2 is Egypt's premiere online library of resources, which includes a variety of subjects.
- 3 Using technology in a way helps people become successful digital citizens.
- 4 is a series of steps that explains how to do a task.
- 5 Online learning environments like can provide virtual lessons.
- 6 The is a presentation page that contains text and images.
- 7 The information used in digital researches must be
- 8 A is usually focused on one subject.

9 محافظة الإسكندرية - إدارة شرق التعليمية 2025

1 Put (✓) or (x):

- 1 The toolbox includes all the tools that you will need to make your drawing. ()
- 2 Paint program is one of the famous programs used in editing images. ()
- 3 You can present information by using a digital poster or billboard. ()
- 4 Choosing a complicated font size in the poster makes it easy to read. ()
- 5 Computers and applications need algorithms to work. ()
- 6 Egyptian Knowledge Bank is considered one of the online learning environments. ()
- 7 Digital footprint is a record of what you do online. ()
- 8 The digital search can include sources like audio, video, and image. ()
- 9 Protecting yourself from piracy isn't considered important. ()
- 10 If your camera is on, anyone who is in the call will be able to see you. ()

2 Choose the correct answer:

- 1 The presentation created using Microsoft PowerPoint can include
 a. text b. animations c. images d. all of them
- 2 Stay safe online by setting passwords.
 a. strong b. weak c. easy d. all of them
- 3 A/An is a series of steps that explains how to do a task.
 a. algorithm b. email c. file d. problem
- 4 The program can recognize if the words are typed correctly or not.
 a. Flash b. Photoshop c. Excel d. Word
- 5 is a site the teacher uses to send the lessons online.
 a. EKB b. Edmodo c. Facebook d. WhatsApp

- Final Exams
- 6 Students must be encouraged to use technology in a/an way.
- a. few
b. safe and easy
c. bad
d. annoying
- 7 You can type multiple algorithms to create a complete program by
- a. searching
b. PowerPoint
c. coding
d. testing
- 8 may be full of personal opinions and even lies.
- a. Reliable sources
b. Unreliable sources
c. EKB
d. Vlaby
- 9 To solve a specific problem, you must the problem.
- a. leave
b. prepare
c. break down
d. ignore
- 10 You can make video calls with your friends through
- a. a scanner
b. a mobile phone
c. a printer
d. none of them

10 محافظة الإسكندرية - إدارة المنتزه ثان التعليمية 2025

1 Put (✓) or (x):

- 1 One of the things to consider when preparing a presentation is to avoid writing long paragraphs. ()
- 2 When testing your hypothesis, it is necessary not to do any test that puts you at risk. ()
- 3 It is important to have good manners and etiquette when dealing with others online. ()
- 4 One of the applications of asynchronous communication is instant video chats and live TV programs. ()
- 5 Edmodo digital learning environment allows teachers and students to communicate and learn online. ()
- 6 You can use programming codes to identify the paths needed to reach your goal. ()
- 7 Paint program allows you to write some texts on the program page. ()

2 Choose the correct answer:

- 1 A friend of yours wants to learn about the history of ancient Egypt, which platform would you recommend?
 - a. The Egyptian Knowledge Bank
 - b. Video sharing platforms
 - c. Social media platforms
- 2 You can add an image in PowerPoint by choosing
 - a. Slide Show
 - b. Transitions
 - c. Insert
- 3 enables you to use digital technology in an ethical, responsible and safe manner.
 - a. Digital citizenship
 - b. A chat room
 - c. Simultaneous communication
- 4 The platform enables you to use map-related data and tools.
 - a. Paint
 - b. Interactive Mapmaker
 - c. Hacking
- 5 You can write the title of your message via email in the field.
 - a. From
 - b. Subject
 - c. Attachments
- 6 One of the reliable digital learning resources via the Internet is
 - a. WhatsApp
 - b. the Egyptian Knowledge Bank
 - c. Facebook
- 7 When conducting a digital search, your outline must include
 - a. an introduction to the research topic
 - b. details far from the research topic
 - c. unreliable information
- 8 You can make video calls with your friends through a
 - a. scanner
 - b. mobile phone
 - c. printer

محافظة الإسكندرية - إدارة وسط التعليمية 2025

1 Put (✓) or (X):

- Digital footprint is a record of what you do online. ()
- During conducting a digital search, you must mention the information's source in your notes to credit it. ()
- Online learning environments like Edmodo don't allow teachers and students to communicate. ()
- Choosing a complex font size for the poster makes it easy to read. ()
- Hypothesis is an attempt to answer your question with an explanation that can be tested. ()
- National Geographic Kids is a source for kids to find a variety of information. ()
- Images on posters shouldn't make sense with the content. ()
- It isn't important to break complex problems into small parts to solve them. ()
- You can create animations and movies using codes. ()

2 Choose the correct answer:

- Booking tickets for online makes travel more convenient.
a. airplanes b. trains c. buses d. all of them
- Students must be encouraged to use technology in a/an way.
a. safe and easy b. few c. bad d. annoying
- are articles or information written and verified by experts.
a. Reliable sources b. Videos c. Social media d. None of them
- is a communication that occurs in real time.
a. Asynchronous communication b. Synchronous communication
c. Email d. none of them
- To create a digital poster, you need to use different software like
a. PowerPoint b. Word c. a and b d. none of them
- The common steps to solve a problem are
a. constructing a hypothesis b. testing your hypothesis
c. using Paint d. a and b

3 Complete the following sentences using the words below:

(you must never commit piracy with the safe contents or share them - cell phone - Word - code - Egyptian Knowledge Bank (EKB) - PowerPoint - Paint - camera - unreliable)

- 1 The program can recognize if the words are typed correctly or not.
- 2 During the video chat, you can turn off your
- 3 We use the program to create presentations that include text and animations.
- 4 The application is an application that runs on your mobile device.
- 5 One of the responsibilities of digital citizenship is that
- 6 is one of the famous programs for editing images.
- 7 is considered one of the online learning environments.
- 8 Social media platforms are sources of information.

12 محافظة الإسكندرية - إدارة العجمي التعليمية 2025

1 Put (✓) or (x):

- 1 Breaking down problems into smaller sections doesn't help in solving them. ()
- 2 It's not important to be sure that the information source is safe to share. ()
- 3 You can't use emoticons or images in instant messaging. ()
- 4 The space left around the edges of the poster is called margin. ()
- 5 A digital citizen is the person who can't use digital technology. ()
- 6 At the bottom of the screen of PowerPoint, you will see the Menu Bar. ()
- 7 The first step to make digital search is to choose the type of online source. ()
- 8 Social media information may be unreliable. ()
- 9 Many of the things you do each day can be described as algorithms. ()
- 10 Decorative fonts are easier to read in designing posters. ()

- 1 (Chat rooms – Piracy – Asynchronous) communication doesn't require an instant response.
- 2 (Hypothesis – EKB – Action) is an educated guess about how things work.
- 3 (Message – Right – Vlaby) is a virtual labs platform to do lab experiments.
- 4 (Map – Algorithm – Problem) is a series of steps that explain how to do a task.
- 5 William Tyner is a scientist in (environment – cultural anthropology – antiquities).
- 6 Online games were created using (games – coding – mazes).
- 7 (Education – Digital piracy – Digital footprint) is a record of everything you do online.
- 8 A popular graphics editor is (document – Movie iMaker – Paint).
- 9 We can use (PowerPoint – Word – Excel) to create presentations.
- 10 (Blogs – Responsibilities – Articles) are unreliable sources.

13 محافظة القليوبية – إدارة العبور التعليمية 2025

1 Put (✓) or (x):

- 1 You can't create mazes on Code.org. ()
- 2 10 mm is a good margin size to design a good poster. ()
- 3 Facebook, Wikis and blogs are unreliable sources. ()
- 4 Computers, like humans, use different languages. ()
- 5 Email allows you to send and receive messages. ()

2 Choose the correct answer:

- Digital is a record of what you do online.
a. file b. footprint c. citizenship
- Stay safe online by setting passwords.
a. strong b. week c. all of them

- 3 If your is on, anyone who is in the call will be able to see you.
 a. printer b. camera c. WhatsApp
- 4 communication does not require an instant response.
 a. Synchronous b. Asynchronous c. Chat room
- 5 Click to add another slide to your presentation.
 a. Slide Show b. New slide c. Translation Total

3 Complete the following sentences using the words below:

(Chat rooms - An algorithm - plan - F5 - A hypothesis)

- 1 is a series of steps that explain how to do a task.
- 2 You can view the presentation by clicking the key.
- 3 allow you to communicate in a group.
- 4 is a guess about how things work.
- 5 It is important to before conducting a digital search.

14 محافظة الغربية - إدارة طنطا التعليمية 2025

1 Choose the correct answer:

- 1 The is a record of what you do online including the sites you visit.
 a. digital system b. digital footprint c. digital piracy
- 2 Microsoft is a popular graphics editor.
 a. Paint b. Excel c. Facebook
- 3 You have the to engage with others online.
 a. responsibility b. right c. none of the previous
- 4 In PowerPoint, you can view the presentation by clicking the key on the keyboard.
 a. F2 b. F5 c. F1
- 5 is a fun, casual way to communicate and you may use phrases instead of full sentences.
 a. Video chat b. Instant messaging c. All of the previous

2 Put (✓) or (X):

- 1 An example of synchronous communication tools is email. ()
- 2 When choosing colors for a poster, it is better to use more than 5 colors. ()
- 3 A wealth of information is now at everyone's fingertips with the amazing EKB website. ()
- 4 Visiting historical and cultural sites is easy by purchasing tickets online. ()
- 5 Coding is the writing of multiple algorithms to make a complete program. ()

3 Complete the following sentences using the words below:

(Asynchronous - Hypothesis - Algorithm - Edmodo - Reliable sources)

- 1 are articles or information written and verified by experts.
- 2 is a series of steps that explain how to do a task.
- 3 is an educated guess about how things work.
- 4 communication does not require an instant response.
- 5 Online learning environments include

15

محافظة الدقهلية 2025

1 Put (✓) or (X):

- 1 Nowadays, there is a wealth of information by using the EKB website. ()
- 2 You must commit piracy with the protected content, share them, and sell them to others. ()
- 3 If your camera is on, anyone who is in the call will be able to see you. ()
- 4 Choosing a complicated font size in the poster makes it easy to read. ()
- 5 The images should be suitable in terms of the content you are sharing. ()

2 Choose the correct answer:

- You must encourage students to use technology in a/an way.
 - few
 - safe and easy
 - bad
 - annoying
- You can type multiple algorithms to create a complete program by
 - programming
 - screen
 - keyboard
 - mouse
- The Program is one of the famous programs in editing images.
 - Paint
 - Word
 - Facebook
 - Twitter
- Sources through social media platforms are
 - reliable sources
 - unreliable sources
 - safe sources
 - important resources
- The Program can determine if the text is written correctly or not.
 - Excel
 - Photoshop
 - Flash
 - Word

3 Complete the following sentences using the words below:

(Code.org - Edmodo - Hypothesis - positive - Internet)

- You can book tickets to visit many historical and cultural sites through the
- Using technology in a way helps people become good digital citizens.
- Online learning environments like can provide virtual lessons.
- is an attempt to answer your question with an explanation that can be tested.
- can help you learn to code using different coding languages.

محافظة الدقهلية - إدارة طلائع التعليمية 2025

1 Put (✓) or (X):

- 1 The slide is a presentation page that contains text and images. ()
- 2 A margin is the space left around the edges of your poster or billboard and its contents. ()
- 3 Microsoft Paint allows you to design an image and save it. ()
- 4 Code.org can help you learn to code using different coding languages. ()
- 5 Be sure to choose a font size to your poster or billboard that is easy to read. ()
- 6 You must break down the problem into small sections to solve them in steps. ()
- 7 The information used in digital researches must be reliable. ()
- 8 Protecting yourself from piracy isn't considered important. ()

2 Choose the correct answer:

- 1 is Egypt's premiere online library of resources for a variety of subjects.
 - a. Egyptian Knowledge Bank (EKB)
 - b. National Geographic Kids
 - c. Vlaby
- 2 You must choose a when making a poster or billboard.
 - a. small font size
 - b. font size that is difficult to read
 - c. big font size
 - d. suitable font size and type
- 3 An outline should include
 - a. an introduction that introduces the topic of the report
 - b. unrelated ideas
 - c. unrelated researches
 - d. unsupported information

- 4 To use images in the billboard, it must be
a. appropriate images and sizes
b. unclear images
c. very small images
- 5 To facilitate solving a big problem,
a. breaking it down into smaller sections
b. assign one solution
c. don't solve it
- 6 One of the rights of digital citizenship is that you should
a. not copy your digital footprint or share it with others
b. show positive behavior in your communication online

3 Complete the following sentences using the words below:

(programming - EKB - safe and easy - PowerPoint -
unreliable - Word - Paint)

- 1 The Program can determine if the text is written correctly or not.
- 2 The Program is used to create presentations that include text and special effects.
- 3 You can type multiple algorithms to create a complete program by
- 4 Sources through social media platforms are
- 5 The Program is one of the famous programs in editing images.
- 6 Students must be encouraged to use technology in a way.

(Vlaby - Digital citizenship - MS Word - MS PowerPoint - Edmodo)

- 2 Choose the correct answer:**

- 152 ICT Prim. 4 - Second Term

3 Put (✓) or (X):

- 1 Edmodo digital learning environment allows teachers deliver virtual lessons. ()
- 2 Your success in solving the problem means you succeeded in testing your hypothesis. ()
- 3 Video chat and live TV programs are asynchronous communication media. ()
- 4 It is not important to break complex problems into small parts when solving them. ()
- 5 Instant messaging (IM) is a fun and informal way to communicate. ()

4 Choose from column (A) what suits it in column (B):

Column (A)	Column (B)
a. is an app used to create and edit images or posters.	1 Google Chrome
b. is a video chatting program.	2 Paint
c. is a browser for the Internet.	3 Skype program
d. is one of the sources of information and online mapping tools.	4 Chat rooms
e. connect several people in a room to discuss a specific topic.	5 Interactive Mapmaker

1 2 3 4 5

1 Put (✓) or (X):

- 1 Paint program is one of the famous programs used in editing images. ()
- 2 Nowadays, there is a wealth of information by using EKB website. ()
- 3 You must commit piracy and share the content with others. ()
- 4 Computers and applications need algorithms to work. ()
- 5 Digital citizenship is the ability to use digital technology ethically, responsibly, and safely. ()
- 6 To join a conversation, you must click on the link provided and wait for the one who started the meet to give you access. ()
- 7 Planning before conducting a digital search will help you focus on the information you're trying to gather. ()
- 8 The Toolbox includes all the tools that you will need to make your drawing. ()
- 9 Be sure to choose a font size to your poster or billboard that is easy to read. ()
- 10 Coding (programming) is used in animations and online games you practice via the Internet. ()

2 Choose the correct answer:

- 1 An outline should include
 - a. an introduction that introduces the topic of the report
 - b. unsupported information
 - c. unrelated ideas
 - d. unrelated researches
- 2 One of the responsibilities of digital citizenship is that
 - a. you must never commit piracy with the safe contents or share them
 - b. you should use the Internet whenever you need
 - c. you should have information while respecting intellectual property rights
 - d. engage with others online

- 3 is a virtual labs platform that enables students and teachers to do lab experiments in an interactive environment.
- a. Egyptian Knowledge Bank
 - b. National Geographic Kids
 - c. Vlaby
 - d. Edmodo
- 4 Sources through social media platforms are
- a. reliable sources
 - b. unreliable sources
 - c. safe sources
 - d. important resources.
- 5 You must encourage students to use technology in a/an way.
- a. few
 - b. safe and easy
 - c. bad
 - d. annoying
- 6 To facilitate solving a big problem,
- a. break it down into smaller sections
 - b. don't solve it
 - c. don't assign the roles to the team group
 - d. assign one solution
- 7 To use images in the billboard, they must be
- a. appropriate images and sizes
 - b. unclear images
 - c. very small images
 - d. bad-quality images
- 8 The Program can recognize if the words are typed correctly or not.
- a. Word
 - b. Photoshop
 - c. Excel
 - d. Flash
- 9 The Program is used to create presentations that include text and special effects.
- a. PowerPoint
 - b. Word
 - c. Facebook
 - d. Twitter
- 10 If you and your team faced a problem, to solve it,
- a. assign each person a section of it
 - b. assign the problem to one of them
 - c. only you solve the problem
 - d. keep the problem without solving

1 Put (✓) or (X):

- 1 Paint can recognize if the words are typed correctly or not. ()
- 2 The Toolbox includes all the tools that you will need to make your drawing. ()
- 3 You cannot book tickets for trains, buses, and planes through the Internet. ()
- 4 A margin is the space left around the edges of your poster or billboard and its contents. ()
- 5 Digital footprint is a record of what you do online. ()

2 Choose the correct answer:

- 1 Sources through social media platforms like Facebook are
 a. reliable sources b. unreliable sources
 c. safe sources d. important resources
- 2 is Egypt's premiere online library of resources, which includes a variety of subjects.
 a. Egyptian Knowledge Bank (EKB)
 b. National Geographic Kids
 c. Vlaby d. Edmodo
- 3 The Program is used to create presentations that include text and special effects.
 a. Facebook b. PowerPoint c. Word d. Twitter
- 4 You can type multiple algorithms to create a complete program by
 a. coding b. screen c. speaker d. mouse
- 5 is the ability to use digital technology ethically, responsibly, and safely.
 a. Digital citizenship b. Piracy
 c. Crediting the resources d. Digital footprint

- 6 A/An is an example of asynchronous communication.
- a. video chat b. email
- c. live TV show d. chat room
- 7 Students must be encouraged to use technology in a/an way.
- a. few b. safety and easy
- c. badly d. annoying
- 8 You can create mazes on
- a. <https://www.google.com/search?q=Google.com>
- b. Facebook
- c. Code.org d. Twitter
- 9 The Program is one of the famous programs in editing images.
- a. Paint b. Word c. Twitter d. Facebook
- 10 You must the problem into small sections to solve them in steps.
- a. break down b. not solve
- c. ignore d. assign one solution

20 محافظة أسيوط - إدارة أبو تيج التعليمية 2025

1 Complete the following sentences using the words below:

(Coding - Edmodo - Digital citizenship - Piracy - Hypothesis)

- 1 is the illegal sharing of information on the Internet.
- 2 is the ability to use digital technology safely.
- 3 is writing of multiple algorithms.
- 4 is an educated guess about how things work.
- 5 is an online learning platform.

2 Put (✓) or (x):

- 1 You must commit piracy with protected content. ()
- 2 Planning before conducting a digital research is very important. ()
- 3 You must collect information from a variety of resources. ()
- 4 You can conduct any test that is not safe. ()
- 5 If you face a big problem, divide it into small parts. ()

3 Choose the correct answer:

- 1 is the first step to conduct a digital research.
(Defining the topic – Organizing – Searching)
- 2 Sharing your friend's photo or selling it is called
(digital citizenship – piracy – viruses)
- 3 is a series of steps that explain how to do a task.
(Maze – Algorithm – Movie)
- 4 It's important to the sources of information.
(delete – test – evaluate)
- 5 is the most famous Internet explorer.
(Google – Email – Facebook)

Model Answers



Unit 3

Lesson 1

1 b	2 d	3 b	4 b
5 d	6 a	7 b	8 c
9 c	10 d	11 a	12 a
13 b	14 b	15 c	16 c

1 ✓	2 x	3 ✓	4 x
5 ✓	6 x	7 x	8 ✓
9 ✓	10 ✓	11 x	12 ✓
13 ✓	14 ✓	15 ✓	16 x

Play with Pony

Digital tools

Lesson 2

1 c	2 d	3 b	4 d
5 c	6 b	7 c	8 d
9 b	10 c	11 c	12 a
13 c	14 b	15 b	

1 ✓	2 x	3 x	4 ✓
5 x	6 x	7 ✓	8 x
9 x	10 ✓	11 ✓	12 x
13 ✓	14 ✓	15 ✓	16 ✓

Play with Pony

Play on your own.

Test Yourself Lessons 1&2

1 b	2 b	3 c	4 b
5 c	6 c	7 b	

1 ✓	2 x	3 ✓	4 ✓
5 x	6 x	7 ✓	8 x

Lesson 3

1 c	2 c	3 d	4 c
5 b	6 d	7 c	8 b
9 c	10 c	11 b	12 a
13 b	14 a	15 a	16 d
17 c	18 a		

1 ✓	2 x	3 ✓	4 ✓
5 ✓	6 ✓	7 x	8 ✓
9 x	10 x	11 ✓	12 x
13 ✓	14 x	15 ✓	16 ✓
17 x	18 ✓		

Play with Pony

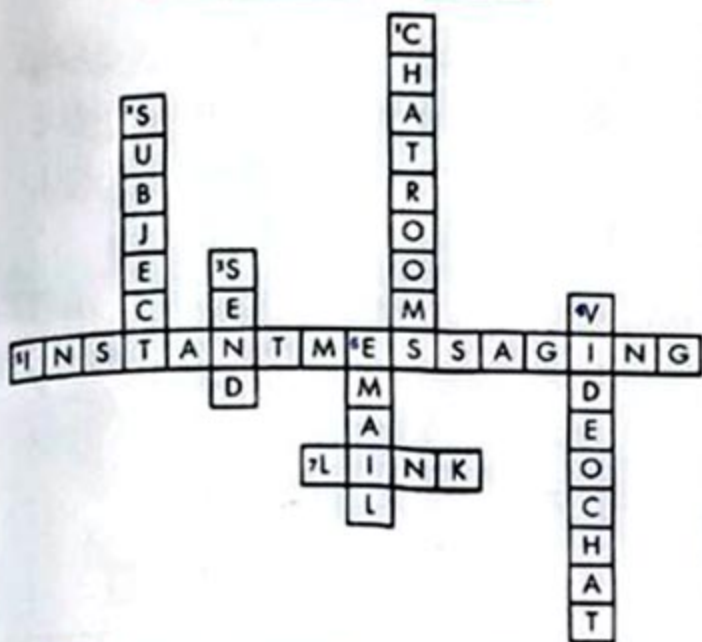
Play on your own.

Lesson 4

1 c	2 b	3 b	4 a
5 a	6 d	7 d	8 c
9 b	10 c	11 c	12 a
13 c	14 b	15 c	

1 ✓	2 x	3 ✓	4 ✓
5 x	6 ✓	7 ✓	8 ✓
9 x	10 ✓	11 ✓	12 x
13 x	14 x	15 ✓	16 ✓

Play with Pony



Test Yourself Lessons 3&4

- 1 1 a 2 c 3 b 4 d
5 b 6 a 7 b
- 2 1 x 2 ✓ 3 x 4 x
5 ✓ 6 ✓ 7 x 8 x

Lesson 5

- 1 1 c 2 a 3 d 4 b
5 c 6 a 7 b 8 c
9 a 10 b 11 c 12 b
13 b 14 b 15 c 16 d
- 2 1 ✓ 2 x 3 x 4 ✓
5 ✓ 6 x 7 ✓ 8 x
9 x 10 ✓ 11 x 12 x
13 x 14 x 15 ✓

Play with Pony

EKB - Vlaby - Mapmaker

Lesson 6

- 1 1 b 2 a 3 c 4 d
5 c 6 d 7 b 8 b
9 d 10 b 11 d 12 b
13 a 14 a 15 c 16 c
17 b 18 c
- 2 1 ✓ 2 ✓ 3 ✓ 4 x
5 ✓ 6 x 7 ✓ 8 ✓
9 x 10 x 11 ✓ 12 ✓
13 ✓ 14 x 15 ✓

Play with Pony

Play on your own.

Test Yourself Lessons 5&6

- 1 1 a 2 b 3 a 4 b
5 c 6 b 7 c
- 2 1 x 2 x 3 ✓ 4 x
5 ✓ 6 x 7 x 8 ✓

Model Exam 1

- 1 1 ✓ 2 ✓ 3 ✓ 4 ✓
5 x 6 ✓ 7 ✓ 8 x
- 2 1 b 2 d 3 a 4 b
5 d 6 b 7 b

Model Exam 2

- 1 1 ✓ 2 ✓ 3 x 4 ✓
5 ✓ 6 x 7 ✓ 8 x
- 2 1 d 2 c 3 a 4 b
5 b 6 c 7 b

Model Exam 3

- 1 1 ✓ 2 ✓ 3 ✓ 4 x
5 ✓ 6 ✓ 7 x 8 x
- 2 1 b 2 b 3 b 4 a
5 c 6 b 7 a

Model Exam 4

- 1 1 x 2 x 3 ✓ 4 ✓
5 x 6 ✓ 7 ✓ 8 ✓
- 2 1 a 2 d 3 a 4 b
5 b 6 d 7 b

Model Exam 5

- 1 1 ✓ 2 x 3 x 4 ✓
5 x 6 ✓ 7 x 8 x
- 2 1 b 2 d 3 b 4 a
5 b 6 c 7 a

Unit 4

Lesson 1

- 1 1 c 2 b 3 b 4 b
5 d 6 c 7 b 8 b
9 a 10 c 11 b 12 b
13 b 14 b
- 2 1 ✓ 2 x 3 x 4 ✓
5 ✓ 6 ✓ 7 x 8 ✓
9 x 10 x 11 ✓ 12 ✓
13 x 14 x 15 ✓

Play with Pony

- Construct a hypothesis
- Test the hypothesis
- Was your test successful?

Lesson 2

- 1 1 c 2 b 3 c 4 a
5 b 6 b 7 b 8 a
9 d 10 c 11 b 12 b
13 c 14 c 15 c
- 2 1 ✓ 2 ✓ 3 ✓ 4 ✓
5 x 6 ✓ 7 x 8 ✓
9 ✓ 10 ✓ 11 x 12 ✓
13 x 14 x 15 x

Play with Pony

D	I	R	D	P	F	O	S	S	T	T	S
S	K	P	P	B	O	L	D	T	I	B	S
R	T	U	A	P	N	I	G	R	A	M	R
P	T	A	O	N	T	I	I	I	P	D	R
A	I	N	I	I	S	R	U	K	R	U	O
O	P	S	U	G	P	G	P	I	N	P	R
O	P	R	E	L	B	I	O	N	N	D	M
P	O	A	I	U	N	D	I	G	R	A	N
I	I	I	A	A	A	A	R	N	S	T	I
A	P	P	R	O	P	R	I	A	T	E	R

Test Yourself Lessons 1&2

- 1 1 c 2 b 3 a 4 c
5 b
- 2 1 x 2 ✓ 3 ✓ 4 x
5 ✓
- 3 1 hypothesis test
2 margin
3 MS Publisher
4 match
5 Simple

Lesson 3

- 1 1 c 2 a 3 d 4 c
5 b 6 b 7 b 8 a
9 d 10 c 11 c 12 c
13 b 14 b 15 a
- 2 1 ✓ 2 ✓ 3 ✓ 4 ✗
5 ✓ 6 ✗ 7 ✗ 8 ✓
9 ✓ 10 ✗ 11 ✗ 12 ✓
13 ✗ 14 ✓ 15 ✗

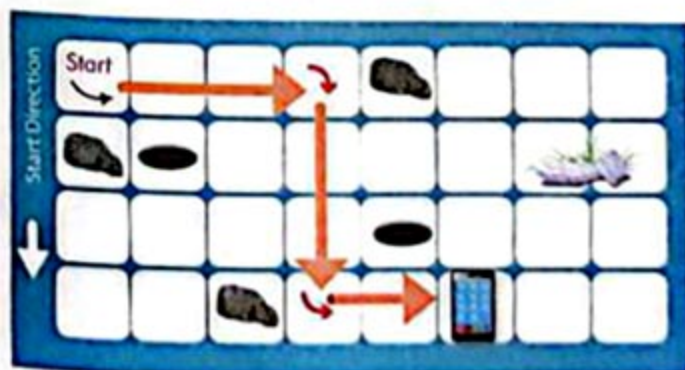
Play with Pony

Algorithm

Lesson 4

- 1 1 b 2 d 3 b 4 c
5 c 6 c 7 d 8 b
9 b 10 c 11 b 12 c
13 c 14 b 15 b
- 2 1 ✓ 2 ✗ 3 ✗ 4 ✗
5 ✓ 6 ✗ 7 ✓ 8 ✓
9 ✓ 10 ✗ 11 ✓ 12 ✓
13 ✗ 14 ✓ 15 ✗

Play with Pony



Test Yourself Lessons 3&4

- 1 1 a 2 a 3 d
4 c 5 b
- 2 1 ✓ 2 ✗ 3 ✗
4 ✗ 5 ✓
- 3 1 coding 2 algorithms
3 instructions 4 applicable
5 Code.org

Lesson 5

- 1 1 b 2 a 3 c 4 a
5 c 6 b 7 d 8 c
9 d 10 b 11 d
- 2 1 ✗ 2 ✓ 3 ✓ 4 ✗
5 ✓ 6 ✗ 7 ✗ 8 ✓
9 ✗ 10 ✓ 11 ✗ 12 ✓
13 ✓ 14 ✓
- 3 1 Scratch 2 Sprite
3 Stage 4 Blocks
5 Script
6 Next Costume
7 Green Flag 8 Motion

Lesson 6

- 1 1 d 2 c 3 a 4 b
5 d 6 b 7 b 8 c
9 d 10 d 11 b 12 c
13 c 14 b 15 b 16 b
- 2 1 ✓ 2 ✓ 3 ✗ 4 ✓
5 ✗ 6 ✓ 7 ✗ 8 ✓
9 ✓ 10 ✗ 11 ✗

Play with Pony

Play on your own.

Test Yourself Lessons 5&6

1. 1 c 2 a 3 b
4 a 5 c
2. 1 ✓ 2 ✓ 3 x
4 x 5 x
3. 1 Toolbox 2 Paint
3 blocks 4 Tynker
5 workspace

Play with Pony

Answer by yourself.

Model Exam 1

1. 1 ✓ 2 ✓ 3 x 4 ✓
5 ✓ 6 ✓ 7 x 8 ✓
2. 1 b 2 c 3 b 4 b
5 a 6 c 7 a

Model Exam 2

1. 1 ✓ 2 x 3 ✓ 4 x
5 x 6 ✓ 7 ✓ 8 x
2. 1 b 2 d 3 b 4 b
5 c 6 a 7 b

Model Exam 3

1. 1 ✓ 2 ✓ 3 ✓ 4 x
5 ✓ 6 x 7 ✓ 8 ✓
2. 1 c 2 a 3 b 4 b
5 a 6 d 7 a

Model Exam 4

1. 1 ✓ 2 ✓ 3 x 4 ✓
5 x 6 ✓ 7 ✓ 8 ✓
2. 1 c 2 c 3 a 4 a
5 c 6 b 7 b

Model Exam 5

1. 1 ✓ 2 ✓ 3 x 4 ✓
5 ✓ 6 x 7 ✓ 8 x
2. 1 d 2 b 3 c 4 b
5 a 6 b 7 c

Final Exams Answers

1 محافظة القاهرة - إدارة الريتوس 2025

1. 1 ✓ 2 ✓ 3 x 4 ✓
5 ✓ 6 ✓ 7 ✓ 8 ✓
9 ✓ 10 ✓
2. 1 d 2 a 3 a 4 a
5 a

2 محافظة القاهرة - إدارة الماهرة الجديدة 2025

1. 1 ✓ 2 x 3 ✓ 4 x
5 ✓ 6 ✓ 7 ✓ 8 ✓
2. 1 a 2 a 3 a 4 a
5 b 6 b 7 c

3 محافظة القاهرة - إدارة عين شمس 2025

1. 1 ✓ 2 ✓ 3 x 4 x
5 ✓ 6 ✓ 7 ✓
2. 1 c 2 c 3 b 4 a
5 c 6 b 7 d 8 c

4 محافظة القاهرة - إدارة حدائق الشبة

- 1 b 2 c 3 a 4 c
5 b 6 a 7 d

- 1 ✓ 2 ✓ 3 ✓ 4 x
5 ✓ 6 ✓ 7 ✓ 8 ✓

5 محافظة القاهرة - إدارة شروق مدينة نصر 2025

- 1 x 2 ✓ 3 ✓ 4 ✓
5 ✓ 6 ✓ 7 ✓ 8 x
9 ✓ 10 x

- 1 a 2 a 3 a 4 b
5 b 6 a 7 a 8 d
9 a 10 c

6 محافظة القاهرة - إدارة المعادي 2025

- 1 ✓ 2 ✓ 3 ✓ 4 ✓
5 ✓ 6 x 7 x 8 x

- 1 b 2 b 3 b 4 a
5 a 6 a 7 a

7 2025 محافظة الجيزة - إدارة الشبح زايد

- 1 x 2 ✓ 3 ✓
4 ✓ 5 x

- 1 Footprint
2 Mapmaker Interactive
3 3 4 PowerPoint
5 EKB

- 1 Articles 2 Margin
3 Hypothesis 4 Slide
5 Algorithm

8 محافظة الجيزة - إدارة 6 أكتوبر 2025

- 1 ✓ 2 ✓ 3 ✓ 4 ✓
5 x 6 x 7 ✓ 8 ✓

- 1 a 2 b 3 c 4 b
5 d 6 a 7 a 8 a

- 1 first 2 EKB
3 positive 4 Algorithm
5 Edmodo 6 slide
7 reliable 8 chat room

9 محافظة الإسكندرية - إدارة شروق 2025

- 1 ✓ 2 ✓ 3 ✓ 4 x
5 ✓ 6 x 7 ✓ 8 ✓
9 x 10 ✓

- 1 d 2 a 3 a 4 d
5 b 6 b 7 c 8 b
9 c 10 b

10 محافظة الإسكندرية - إدارة للمنتزه ثان 2025

- 1 ✓ 2 ✓ 3 ✓ 4 x
5 ✓ 6 ✓ 7 ✓

- 1 a 2 c 3 a 4 b
5 b 6 b 7 a 8 b

11 محافظة الإسكندرية - إدارة وسط

- 1 ✓ 2 ✓ 3 x 4 x
5 ✓ 6 ✓ 7 x 8 x
9 ✓

- 1 d 2 a 3 a 4 b
5 c 6 d

Model Answers

- 3
- | | |
|---|--------------|
| 1 Word | 2 camera |
| 3 PowerPoint | 4 cell phone |
| 5 you must never commit piracy with the safe contents or share them | |
| 6 Paint | 7 EKB |
| 8 unreliable | |

12 محافظة الإسكندرية - إدارة العدمي 2025

- 1
- | | | | |
|-----|------|-----|-----|
| 1 x | 2 x | 3 x | 4 ✓ |
| 5 x | 6 x | 7 x | 8 ✓ |
| 9 ✓ | 10 x | | |

- 2
- | | |
|-------------------------|--------------|
| 1 Asynchronous | 2 Hypothesis |
| 3 Vlaby | 4 Algorithm |
| 5 cultural anthropology | |
| 6 coding | |
| 7 Digital footprint | 8 Paint |
| 9 PowerPoint | 10 Blogs |

13 محافظة القليوبية - إدارة العبور 2025

- 1
- | | | | |
|-----|-----|-----|-----|
| 1 x | 2 x | 3 ✓ | 4 ✓ |
| 5 ✓ | | | |

- 2
- | | | | |
|-----|-----|-----|-----|
| 1 b | 2 a | 3 b | 4 b |
| 5 b | | | |

- 3
- | | |
|----------------|--------------|
| 1 An algorithm | 2 F5 |
| 3 Chat rooms | 4 Hypothesis |
| 5 plan | |

14 محافظة الغربية - إدارة طنطا 2025

- 1
- | | | | |
|-----|-----|-----|-----|
| 1 b | 2 a | 3 b | 4 b |
| 5 b | | | |

- 2
- | | | |
|-----|-----|-----|
| 1 x | 2 x | 3 ✓ |
| 4 ✓ | 5 ✓ | |

- 3
- | | |
|--------------------|----------------|
| 1 Reliable sources | 2 Algorithm |
| 3 Hypothesis | 4 Asynchronous |
| 5 Edmodo | |

15 محافظة الدقهلية 2025

- 1
- | | | | |
|-----|-----|-----|-----|
| 1 ✓ | 2 x | 3 ✓ | 4 x |
| 5 ✓ | | | |

- 2
- | | | | |
|-----|-----|-----|-----|
| 1 b | 2 a | 3 a | 4 b |
| 5 d | | | |

- 3
- | | |
|------------|--------------|
| 1 Internet | 2 positive |
| 3 Edmodo | 4 Hypothesis |
| 5 Code.org | |

16 محافظة الدقهلية - إدارة طنطا 2025

- 1
- | | | | |
|-----|-----|-----|-----|
| 1 ✓ | 2 ✓ | 3 ✓ | 4 ✓ |
| 5 ✓ | 6 ✓ | 7 ✓ | 8 x |

- 2
- | | | | |
|-----|-----|-----|-----|
| 1 a | 2 d | 3 a | 4 a |
| 5 a | 6 a | | |

- 3
- | | |
|---------------|-----------------|
| 1 Word | 2 PowerPoint |
| 3 programming | 4 unreliable |
| 5 Paint | 6 safe and easy |

17 محافظة الشرقية - إدارة ماقوس 2025

- 1
- | | |
|-----------------------|-----------------|
| 1 MS Word | 2 Vlaby |
| 3 Edmodo | 4 MS PowerPoint |
| 5 Digital citizenship | |

- 2
- | | | | |
|-----|-----|-----|-----|
| 1 a | 2 b | 3 a | 4 c |
| 5 a | | | |

- 3
- | | | | |
|-----|-----|-----|-----|
| 1 ✓ | 2 ✓ | 3 x | 4 x |
| 5 ✓ | | | |

- 4
- | | | |
|-----|-----|-----|
| 1 c | 2 a | 3 b |
| 4 e | 5 d | |

18 محافظة الشرقية - إدارة شرق الزقازيق 2025

- 1 1 ✓ 2 ✓ 3 x 4 ✓
 5 ✓ 6 ✓ 7 ✓ 8 ✓
 9 ✓ 10 ✓

- 2 1 a 2 a 3 c 4 b
 5 b 6 a 7 a 8 a
 9 a 10 a

19 محافظة دمياط 2025

- 1 1 x 2 ✓ 3 x 4 ✓
 5 ✓

- 2 1 b 2 a 3 b 4 a
 5 a 6 b 7 b 8 c
 9 a 10 a

20 محافظة أسيوط - إدارة أبو تيج 2025

- 1 1 Piracy
 2 Digital citizenship
 3 Coding 4 Hypothesis
 5 Edmodo

- 2 1 x 2 ✓ 3 ✓
 4 x 5 ✓

- 3 1 Defining the topic
 2 piracy 3 Algorithm
 4 evaluate 5 Google